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AMPL

A MODELING LANGUAGE FOR MATHEMATICAL PROGRAMMING

Cengage Learning **AMPL, developed at AT&Ts Bell Laboratories, is a powerful, yet easy-to-use modeling environment for problems in linear, nonlinear, network, and integer programming. Users can formulate optimization models and analyze solutions using common algebraic notation; the computer manages the interface to advanced optimizers. In less advanced programming software, students must write out every variable and constraint explicitly. AMPLs powerful display commands encourage creative responses to modeling assignments..The AMPL Student Edition is a full-featured version of the AMPL and optimizer software that accepts problems up to 300 variables and 300 constraints. AMPLs modeling approach can handle real-world problems. AMPL student models easily scale up to optimization problems of realistic size. AMPL Student Edition comes with both the MINOS and CPLEX solvers. Beginners need only type solve to invoke an optimizer, but advanced students have full access to algorithmic options because the AMPL Student Edition works just like the professional editions that run on computers from PCs to Crays. Classroom skills transfer directly to the job environment.**

NINETEEN EIGHTY-FOUR

epubli **"Nineteen Eighty-Four: A Novel", often published as "1984", is a dystopian social science fiction novel by English novelist George Orwell. It was published on 8 June 1949 by Secker & Warburg as Orwell's ninth and final book completed in his lifetime. Thematically, "Nineteen Eighty-Four" centres on the consequences of totalitarianism, mass surveillance, and repressive regimentation of persons and behaviours within society. Orwell, himself a democratic socialist, modelled the authoritarian government in**

the novel after Stalinist Russia. More broadly, the novel examines the role of truth and facts within politics and the ways in which they are manipulated. The story takes place in an imagined future, the year 1984, when much of the world has fallen victim to perpetual war, omnipresent government surveillance, historical negationism, and propaganda. Great Britain, known as Airstrip One, has become a province of a totalitarian superstate named Oceania that is ruled by the Party who employ the Thought Police to persecute individuality and independent thinking. Big Brother, the leader of the Party, enjoys an intense cult of personality despite the fact that he may not even exist. The protagonist, Winston Smith, is a diligent and skillful rank-and-file worker and Outer Party member who secretly hates the Party and dreams of rebellion. He enters into a forbidden relationship with a colleague, Julia, and starts to remember what life was like before the Party came to power.

NEW PRODUCT BLUEPRINTING

THE HANDBOOK FOR B2B ORGANIC GROWTH

Aim Press **New Product Blueprinting (the book) sets forth a compelling description of New Product Blueprinting (the process). Dan Adams's breakthrough methods bring crystal-clarity to the fuzzy front end of B2B product development. He helps readers uncover customers' unspoken needs and engage them so they're primed to buy. This book is for practitioners working to move their companies forward, not theorists and academicians. And it's for those wishing to transform their business, not apply a short-term patch.**

SCIENCE IN SHORT CHAPTERS

EPIDEMIOLOGY AND PREVENTION OF VACCINE-PREVENTABLE DISEASES, 13TH EDITION E-BOOK

THE PINK BOOK

Public Health Foundation **The Public Health Foundation (PHF) in partnership with the Centers for Disease Control and Prevention (CDC) is pleased to announce the availability of Epidemiology and Prevention of Vaccine-Preventable Diseases, 13th Edition or "The Pink Book" E-Book. This resource provides the most current, comprehensive, and credible information on vaccine-preventable diseases, and contains updated content on immunization and vaccine information for public health practitioners, healthcare providers, health educators, pharmacists, nurses, and others involved in administering vaccines. "The Pink Book E-Book" allows you, your staff, and others to have quick access to features such as keyword search and chapter links. Online schedules and sources can also be accessed directly through e-readers with internet access. Current, credible, and comprehensive, "The Pink Book E-Book" contains information**

on each vaccine-preventable disease and delivers immunization providers with the latest information on: Principles of vaccination General recommendations on immunization Vaccine safety Child/adult immunization schedules International vaccines/Foreign language terms Vaccination data and statistics The E-Book format contains all of the information and updates that are in the print version, including: · New vaccine administration chapter · New recommendations regarding selection of storage units and temperature monitoring tools · New recommendations for vaccine transport · Updated information on available influenza vaccine products · Use of Tdap in pregnancy · Use of Tdap in persons 65 years of age or older · Use of PCV13 and PPSV23 in adults with immunocompromising conditions · New licensure information for varicella-zoster immune globulin Contact bookstore@phf.org for more information. For more news and specials on immunization and vaccines visit the Pink Book's Facebook fan page

DEEP LEARNING

MIT Press **An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their**

products or platforms. A website offers supplementary material for both readers and instructors.

MINING OF MASSIVE DATASETS

Cambridge University Press **Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.**

BLOWN TO BITS

YOUR LIFE, LIBERTY, AND HAPPINESS AFTER THE DIGITAL EXPLOSION

Addison-Wesley Professional **Every day, billions of photographs, news stories, songs, X-rays, TV shows, phone calls, and emails are being scattered around the world as sequences of zeroes and ones: bits. We can't escape this explosion of digital information and few of us want to-the benefits are too seductive. The technology has enabled unprecedented innovation, collaboration, entertainment, and democratic participation. But the same engineering marvels are shattering centuries-old assumptions about privacy, identity, free expression, and personal control as more and more details of our lives are captured as digital data. Can you control who sees all that personal information about you? Can email be truly confidential, when nothing seems to be private? Shouldn't the Internet be censored the way radio and TV are? is it really a federal crime to download music? When you use Google or Yahoo! to search for something, how do they decide which sites to show you? Do you still have free speech in the digital world? Do you have a voice in shaping government or corporate policies about any of this? Blown to Bits offers provocative answers to these questions and tells intriguing real-life stories. This book is a wake-up call To The human consequences of the digital explosion.**

CONVEX OPTIMIZATION

Cambridge University Press **A comprehensive introduction to the tools, techniques and applications of convex optimization.**

U.S. HISTORY

Published by OpenStax College, U.S. History covers the breadth of the chronological history of the United States and also provides the necessary depth to ensure the course is manageable for instructors and students alike. U.S. History is designed to meet the scope and sequence requirements of most courses. The authors introduce key forces and major developments that together form the American experience, with particular attention paid to considering issues of race, class and gender. The text provides a balanced approach to U.S. history, considering the people, events and ideas that have shaped the United States from both the top down (politics, economics, diplomacy) and bottom up (eyewitness accounts, lived experience).

EXPLORATIONS

AN OPEN INVITATION TO BIOLOGICAL ANTHROPOLOGY

Welcome to Explorations and biological anthropology! An electronic version of this textbook is available free of charge at the Society for Anthropology in Community Colleges' webpage here: www.explorations.americananthro.org

THE RUST PROGRAMMING LANGUAGE (COVERS RUST 2018)

No Starch Press The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

MISSION PYTHON

CODE A SPACE ADVENTURE GAME!

No Starch Press Program a graphical adventure game in this hands-on, beginner-friendly introduction to coding in the Python language. Launch into coding with Mission Python, a space-themed guide to building a complete computer game in Python. You'll learn programming fundamentals like loops, strings, and lists as you build Escape!, an exciting game with a map to explore, items to collect, and tricky logic puzzles to solve. As you work through the book, you'll build exercises and mini-projects, like making a spacewalk simulator and creating an astronaut's

safety checklist that will put your new Python skills to the test. You'll learn how to use Pygame Zero, a free resource that lets you add graphics and sound effects to your creations, and you'll get useful game-making tips, such as how to design fun puzzles and intriguing maps. Before you know it, you'll have a working, awesome game to stump your friends with (and some nifty coding skills, too!). You can follow this book using a Raspberry Pi or a Microsoft Windows PC, and the 3D graphics and sound effects you need are provided as a download.

AUTODESK 3DS MAX 2020: A COMPREHENSIVE GUIDE, 20TH EDITION

CADCIM Technologies **Autodesk 3ds Max 2020: A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers, animators, and designers. The book caters to the needs of both the novice and the advanced users of 3ds Max. Keeping in view the varied requirements of the users, the book first introduces the basic features of 3ds Max 2020 and then gradually progresses to cover the advanced 3D models and animations. In this book, one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users. Additionally, in this edition, the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier. Salient Features: Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2020 Chapter 2: Standard Primitives Chapter 3: Extended Primitives Chapter 4: Working with Architectural Objects Chapter 5: Splines and Extended Splines Chapter 6: Modifying Splines Chapter 7: Materials and Maps Chapter 8: Modifying 3D Mesh Objects Chapter 9: Graphite Modeling Technique Chapter 10: Compound Objects Chapter 11: Modifiers Chapter 12: Lights and Rendering Chapter 13: Animation Basics Chapter 14: Rigid Body Dynamics and Helpers Chapter 15: NURBS Modeling * Chapter 16: Systems, Hierarchy, and Kinematics * Chapter 17: Particle Systems and Space Warps-I * Chapter 18: Particle Systems and Space Warps-II * Project 1: Creating a Diner Index (*For free download)**

PROOFS FROM THE BOOK

Springer Science & Business Media **According to the great mathematician Paul Erdös, God maintains perfect mathematical proofs in The Book. This book**

presents the authors candidates for such "perfect proofs," those which contain brilliant ideas, clever connections, and wonderful observations, bringing new insight and surprising perspectives to problems from number theory, geometry, analysis, combinatorics, and graph theory. As a result, this book will be fun reading for anyone with an interest in mathematics.

AN INTRODUCTION TO STATISTICAL LEARNING

WITH APPLICATIONS IN R

Springer Science & Business Media **An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote The Elements of Statistical Learning (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra.**

EXPLORING AUTODESK REVIT 2018 FOR ARCHITECTURE, 14TH EDITION

CADCIM Technologies **Exploring Autodesk Revit 2018 for Architecture is a comprehensive book that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession. Revit 2018 book is a gateway to power, skill, and competence in the field of architecture and interior presentations, drawings, and documentations. In this book, the author has emphasized on the concept of designing, creating families, quantity surveying and material takeoff, rendering orthographic and perspective views of building, usage of other advanced tools. In this book, the chapters have been punctuated with tips and notes that provide additional information on the concept. The highlight of Revit 2018 book is that each concept introduced in it is explained with the help of suitable**

examples for better understanding. The simple and lucid language used in Revit 2018 book makes it a ready reference for both beginners and intermediate users. Salient Features Comprehensive book consisting of 885 (799 + 86*) pages of heavily illustrated text. Detailed explanation of the commands and tools of Autodesk Revit used for Architecture. Real-world architectural and interior designing projects as tutorials. Tips and Notes throughout the book for providing additional information. Self-Evaluation Tests, Review Questions, and Exercises at the end of the chapters. Student project for practice. Table of Contents Chapter 1: Introduction to Autodesk Revit 2018 for Architecture Chapter 2: Starting an Architectural Project Chapter 3: Creating Walls Chapter 4: Using Basic Building Components-I Chapter 5: Using the Editing Tools Chapter 6: Working with Datum and Creating Standard Views Chapter 7: Using Basic Building Components-II Chapter 8: Using Basic Building Components-III Chapter 9: Adding Site Features Chapter 10: Using Massing Tools Chapter 11: Adding Annotations and Dimensions Chapter 12: Creating Project Details and Schedules Chapter 13: Creating and Plotting Drawing Sheets Chapter 14: Creating 3D Views Chapter 15: Rendering Views and Creating Walkthroughs Chapter 16: Using Advanced Features (For free download) Student Project Index

SOLIDWORKS 2021 FOR DESIGNERS, 19TH EDITION

CADCIM Technologies **SOLIDWORKS 2021 for Designers book is written to help the readers effectively use the modeling and assembly tools by utilizing the parametric and feature based approach of SOLIDWORKS 2021. This book provides detailed description of the tools that are commonly used in modeling, assembly, and sheet metal as well as in surfacing. This book further elaborates on the procedures of generating the drawings of a model or assembly, which are used for documentation of a model or assembly. Special emphasis has been laid on the introduction of concepts, which have been explained using detailed textual description along with graphical examples. The examples and tutorials used in this book ensure that the users can relate the information provided in this textbook with the practical industry designs. In addition, two student projects and a SOLIDWORKS Certification Exam questions set have also been added in this edition for the students to practice and get familiarized with SOLIDWORKS certification questions. Salient Features Consists of 21 chapters that are organized in a pedagogical sequence. Comprehensive coverage of SOLIDWORKS 2021 concepts and techniques. Hundreds of illustrations and tutorial approach to explain the concepts of SOLIDWORS 2021. Summary on the first page of the topics that are covered in the chapter. Step-by-step instructions that guide the users through the learning process. Real-world mechanical engineering designs as tutorials and projects. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of the chapters for the users to assess their knowledge. Table of Contents Chapter 1: Introduction**

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PERSPECTIVES

AN OPEN INVITATION TO CULTURAL ANTHROPOLOGY

WRITING ABOUT LEARNING AND TEACHING IN HIGHER EDUCATION

CREATING AND CONTRIBUTING TO SCHOLARLY CONVERSATIONS ACROSS A RANGE OF GENRES

Writing about Learning and Teaching in Higher Education offers detailed guidance to scholars at all stages-experienced and new academics, graduate students, and undergraduates-regarding how to write about learning and teaching in higher education. It evokes established practices, recommends new ones, and challenges readers to expand notions of scholarship by describing reasons for publishing across a range of genres, from the traditional empirical research article to modes such as stories and social media that are newly recognized in scholarly arenas. The book provides practical guidance for scholars in writing each genre-and in getting them published. To illustrate how choices about writing play out in practice, we share throughout the book our own experiences as well as reflections from a range of scholars, including both highly experienced, widely published experts and newcomers to writing about learning and teaching in higher education. The diversity of voices we include is intended to complement the variety of genres we discuss, enacting as well as arguing for an embrace of multiplicity in writing about learning and teaching in higher education.

A GUIDE TO THE PROJECT MANAGEMENT BODY OF KNOWLEDGE (PMBOK® GUIDE) – SEVENTH EDITION AND THE STANDARD FOR PROJECT MANAGEMENT (BRAZILIAN PORTUGUESE)

Project Management Institute PMBOK&® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and

rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK&® Guide &– Seventh Edition is structured around eight project performance domains.This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes.This edition of the PMBOK&® Guide:•Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);•Provides an entire section devoted to tailoring the development approach and processes;•Includes an expanded list of models, methods, and artifacts;•Focuses on not just delivering project outputs but also enabling outcomes; and• Integrates with PMIstandards+™ for information and standards application content based on project type, development approach, and industry sector.

FINDING YOUR PATH

A GUIDE TO LIFE AND HAPPINESS AFTER SCHOOL

HarperCollins Australia **The perfect gift for any school leaver! A joyous and practical book to help school leavers find their direction in life, because working out what you want to do once you leave school can be terrifying ... Finding Your Path is a smart, upbeat, simple and fun guidebook written to inspire graduating students in the next all-important phase of their life. Helping to ease the transition for students from school to adulthood, each chapter explores different pathways that young people can take after school, including work, study and travel, so readers can consider their options and make informed decisions. Most of all, it provides reassurance that whatever you do now, you'll likely get to where you want to go. The focus of the book is all about positive psychology - encouraging the reader to trust themselves to create a path of integrity and happiness for themselves, no matter what they choose to do. The perfect gift for every school leaver.**

ALCOHOLICS ANONYMOUS

THE STORY OF HOW MANY THOUSANDS OF MEN AND WOMEN HAVE RECOVERED FROM ALCOHOLISM

The basic text for Alcoholics Anonymous.

THE ARCGIS BOOK

10 BIG IDEAS ABOUT APPLYING THE SCIENCE OF WHERE

ESRI Press **This is a hands-on book about ArcGIS that you work with as much as read. By the end, using Learn ArcGIS lessons, you'll be able to say you made a story map, conducted geographic analysis, edited geographic data, worked in a 3D web scene, built a 3D model of Venice, and more.**

CONSERVATION BIOLOGY FOR ALL

OUP Oxford **Conservation Biology for All provides cutting-edge but basic conservation science to a global readership. A series of authoritative chapters have been written by the top names in conservation biology with the principal aim of disseminating cutting-edge conservation knowledge as widely as possible. Important topics such as balancing conversion and human needs, climate change, conservation planning, designing and analyzing conservation research, ecosystem services, endangered species management, extinctions, fire, habitat loss, and invasive species are covered. Numerous textboxes describing additional relevant material or case studies are also included. The global biodiversity crisis is now unstoppable; what can be saved in the developing world will require an educated constituency in both the developing and developed world. Habitat loss is particularly acute in developing countries, which is of special concern because it tends to be these locations where the greatest species diversity and richest centres of endemism are to be found. Sadly, developing world conservation scientists have found it difficult to access an authoritative textbook, which is particularly ironic since it is these countries where the potential benefits of knowledge application are greatest. There is now an urgent need to educate the next generation of scientists in developing countries, so that they are in a better position to protect their natural resources.**

COLLEGE PHYSICS

Breton Publishing Company

PHOTOSHOP RESTORATION & RETOUCHING

New Riders Pub **This edition has been updated with new techniques (as applicable), new projects, and new screenshots. It takes readers through numerous step-by-step examples that highlight the tools and techniques used by professional digital artists to restore valuable antique images, retouch portraits and enhance glamour photography.**

CREATING MOBILE APPS WITH XAMARIN.FORMS PREVIEW EDITION 2

Microsoft Press **This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.**

PSYCHOLOGY 2E

PRO GIT

Apress **Git is the version control system developed by Linus Torvalds for**

Linux kernel development. It took the open source world by storm since its inception in 2005, and is used by small development shops and giants like Google, Red Hat, and IBM, and of course many open source projects. A book by Git experts to turn you into a Git expert Introduces the world of distributed version control Shows how to build a Git development workflow

ADVANCES IN CROWDFUNDING

Springer Nature **This open access book presents a comprehensive and up-to-date collection of knowledge on the state of crowdfunding research and practice. It considers crowdfunding models and their different manifestations across a variety of geographies and sectors, and explores the perspectives of fundraisers, backers, platforms, and regulators. Gathering insights from a wide range of influential researchers in the field, the book balances concepts, theory, and case studies. Going beyond previous research on crowdfunding, the contributors also investigate issues of community, sustainability, education, and ethics. A vital resource for anyone researching crowdfunding, this book offers readers a deep understanding of the characteristics, business models, user-relations, and behavioural patterns of crowdfunding.**

INTRODUCTION TO INFORMATION RETRIEVAL

Cambridge University Press **Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.**

SIEMENS NX 2020 FOR DESIGNERS, 13TH EDITION

CADCIM Technologies **Siemens NX 2020 for Designers is a comprehensive book that introduces the users to feature based 3D parametric solid modeling using the NX software. The book covers all major environments of NX with a thorough explanation of all tools, options, and their applications to create real-world products. More than 40 mechanical engineering industry examples and additional 35 exercises given in the book ensure that the users properly understand the solid modeling design**

techniques used in the industry and are able to efficiently create parts, assemblies, drawing views with bill of materials as well as learn the editing techniques that are essential to make a successful design. In this edition, four industry specific projects are also provided for free download to the users to practice the tools learned and enhance their skills. Keeping in mind the requirements of the users, the book first introduces sketching and part modeling and then gradually progresses to cover assembly, surfacing, and drafting. To make the users understand the concepts of Mold Design and GD&T, two chapters are added in this book. Written with the tutorial point of view and the learn-by-doing theme, the book caters to the needs of both novice and advanced users of NX and is ideally suited for learning at your convenience and pace. Salient Features Comprehensive coverage of NX concepts and techniques. Tutorial approach to explain the concepts and tools of NX. Detailed explanation of all commands and tools. Hundreds of illustrations for easy understanding of concepts. Step-by-step instructions to guide the users through the learning process. More than 40 real-world mechanical engineering designs as tutorials, 35 as exercises, and projects with step-by-step explanation. Four real world projects available for free download. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to NX Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Geometric and Dimensional Constraints to Sketches Chapter 4: Editing, Extruding, and Revolving Sketches Chapter 5: Working with Datum Planes, Coordinate Systems, and Datum Axes Chapter 6: Advanced Modeling Tools-I Chapter 7: Advanced Modeling Tools-II Chapter 8: Assembly Modeling-I Chapter 9: Assembly Modeling-II Chapter 10: Surface Modeling Chapter 11: Advanced Surface Modeling Chapter 12: Generating, Editing, and Dimensioning the Drawing Views Chapter 13: Synchronous Modeling Chapter 14: Sheet Metal Design Chapter 15: Introduction to Injection Mold Design * Chapter 16: Concepts of Geometric Dimensioning and Tolerancing * Index (* For Free Download)

AUTOMATE THE BORING STUFF WITH PYTHON, 2ND EDITION

PRACTICAL PROGRAMMING FOR TOTAL BEGINNERS

No Starch Press The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you

hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

THE LINUX COMMAND LINE

A COMPLETE INTRODUCTION

No Starch Press **You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"**

MODEL RULES OF PROFESSIONAL CONDUCT

American Bar Association **The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics. Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts.**

CREO PARAMETRIC 6.0 FOR DESIGNERS, 6TH EDITION

CADCIM Technologies **Creo Parametric 6.0 for Designers book is written to help the readers effectively use the modeling and assembly tools by utilizing the parametric approach of Creo Parametric 6.0 effectively. This book provides detailed description of the tools that are commonly used in modeling, assembly, sheetmetal as well as in mold. This book also covers the latest surfacing techniques like Freestyle and Style with the help of relevant examples and illustrations. The Creo Parametric 6.0 for Designers book further elaborates on the procedure of generating the drawings of a model or assembly, which are used for documentation of a model or assembly. It also includes the concept of Geometric Dimensioning and tolerancing. The examples and tutorials given in this book relate to actual mechanical industry designs. Salient Features: Comprehensive coverage of Creo Parametric 6.0 concepts and techniques. Tutorial approach to explain the concepts of Creo Parametric 6.0. Detailed explanation of all commands and tools. Summarized content on the first page of the topics that are covered in the chapter. Hundreds of illustrations for easy understanding of concepts. Step-by-step instructions, notes and tips, hundreds of illustrations for easy understanding of concepts. Real-world mechanical engineering designs as tutorials and exercises. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of the chapters to help the users assess their knowledge. Additional learning resources at 'allaboutcadcam.blogspot.com'. Table of Contents Chapter 1: Introduction to Creo Parametric 6.0 Chapter 2: Creating Sketches in the Sketch Mode-I Chapter 3: Creating Sketches in the Sketch Mode-II Chapter 4: Creating Base Features Chapter 5: Datums Chapter 6: Options Aiding Construction of Parts-I Chapter 7: Options Aiding Construction of Parts-II Chapter 8: Options Aiding Construction of Parts-III Chapter 9: Advanced Modeling Tools Chapter 10: Assembly Modeling Chapter 11: Generating, Editing, and Modifying the Drawing Views Chapter 12: Dimensioning the Drawing Views Chapter 13: Other Drawing Options Chapter 14: Working with Sheetmetal**

GLOBAL PRODUCTION

FIRMS, CONTRACTS, AND TRADE STRUCTURE

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comprehensive coverage of all concepts and techniques Tutorial approach to explain the concepts Detailed explanation of all commands and tools Summarized content on the first page of the topics that are covered in the chapter Hundreds of illustrations and step-by-step instructions for easy understanding Real-world mechanical engineering designs as tutorials and exercises Additional projects for practice Additional information throughout the book in the form of notes and tips Self-Evaluation Tests and Review Questions at the end of the chapters to help the users assess their knowledge Table of Contents Chapter 1: Introduction to Creo Parametric 8.0 Chapter 2: Creating Sketches in the Sketch Mode-I Chapter 3: Creating Sketches in the Sketch Mode-II Chapter 4: Creating Base Features Chapter 5: Datums Chapter 6: Options Aiding Construction of Parts-I Chapter 7: Options Aiding Construction of Parts-II Chapter 8: Options Aiding Construction of Parts-III Chapter 9: Advanced Modeling Tools Chapter 10: Assembly Modeling Chapter 11: Generating, Editing, and Modifying the Drawing Views Chapter 12: Dimensioning the Drawing Views Chapter 13: Other Drawing Options Chapter 14: Working with Sheetmetal Components * Chapter 15: Surface Modeling * Chapter 16: Introduction to Mold Design * Chapter 17: Concepts of Geometric Dimensioning and Tolerancing * Student Projects Index (* For Free Download)

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