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KEY=GUIDE - HOGAN KYLAN

MAPLE USER'S GUIDE

MAPLE USER'S GUIDE

FIRST LEAVES: A TUTORIAL INTRODUCTION TO MAPLE, AND MAPLE REFERENCE MANUAL

UNDERSTANDING MAPLE

GNU OCTAVE

BEGINNER'S GUIDE : BECOME A PROFICIENT OCTAVE USER BY LEARNING THIS HIGH-LEVEL SCIENTIFIC NUMERICAL TOOL FROM THE GROUND UP

Packt Publishing Ltd *Today, scientific computing and data analysis play an integral part in most scientific disciplines ranging from mathematics and biology to imaging processing and finance. With GNU Octave you have a highly flexible tool that can solve a vast number of such different problems as complex statistical analysis and dynamical system studies. The GNU Octave Beginner's Guide gives you an introduction that enables you to solve and analyze complicated numerical problems. The book is based on numerous concrete examples and at the end of each chapter you will find exercises to test your knowledge. It's easy to learn GNU Octave, with the GNU Octave Beginner's Guide to hand. Using real-world examples the GNU Octave Beginner's Guide will take you through the most important aspects of GNU Octave. This practical guide takes you from the basics where you are introduced to the interpreter to a more advanced level where you will learn how to build your own specialized and highly optimized GNU Octave toolbox package. The book starts by introducing you to work variables like vectors and matrices, demonstrating how to perform simple arithmetic operations on these objects before explaining how to use some of the simple functionality that comes with GNU Octave, including plotting. It then goes on to show you how to write new functionality into GNU Octave and how to make a toolbox package to solve your specific problem. Finally, it demonstrates how to optimize your code and link GNU Octave with C and C++ code enabling you to solve even the most computationally demanding tasks. After reading GNU Octave Beginner's Guide you will be able to use and tailor GNU Octave to solve most numerical problems and perform complicated data analysis with ease.*

MAPLE 6

LEARNING GUIDE

MAPLE

A PRIMER

Morgan & Claypool Publishers *Maple is a comprehensive symbolic mathematics application which is well suited for demonstrating physical science topics and solving associated problems. Because Maple is such a rich application, it has a somewhat steep learning curve. Most existing texts concentrate on mathematics; the Maple help facility is too detailed and lacks physical science examples, many Maple-related websites are out of date giving readers information on older Maple versions. This book records the author's journey of discovery; he was familiar with SMath but not with Maple and set out to learn the more advanced application. It leads readers through the basic Maple features with physical science worked examples, giving them a firm base on which to build if more complex features interest them.*

MAPLE V

LEARNING GUIDE

Springer Science & Business Media *Maple V Mathematics Learning Guide is the fully revised introductory documentation for Maple V Release 5. It shows how to use Maple V as a calculator with instant access to hundreds of high-level math routines and as a programming language for more demanding or specialized tasks. Topics include the basic data types and statements in the Maple V language. The book serves as a tutorial introduction and explains the difference between numeric computation and symbolic computation, illustrating how both are used in Maple V Release 5. Extensive "how-to" examples are presented throughout the text to show how common types of calculations can be easily expressed in Maple. Graphics examples are used to illustrate the way in which 2D and 3D graphics can aid in understanding the behaviour of problems.*

A STUDENT'S GUIDE TO THE STUDY, PRACTICE, AND TOOLS OF MODERN MATHEMATICS

CRC Press *A Student's Guide to the Study, Practice, and Tools of Modern Mathematics provides an accessible introduction to the world of mathematics. It offers tips on how to study and write mathematics as well as how to use various mathematical tools, from LaTeX and Beamer to Mathematica® and MapleTM to MATLAB® and R. Along with a color insert, the text includes exercises and challenges to stimulate creativity and improve problem solving abilities. The first section of the book covers issues pertaining to studying mathematics. The authors explain how to write mathematical proofs and papers, how to perform mathematical research, and how to give mathematical presentations. The second section focuses on the use of mathematical tools for mathematical typesetting, generating data, finding patterns, and much more. The text describes how to compose a LaTeX file, give a presentation using Beamer, create mathematical diagrams, use computer algebra systems, and display ideas on a web page. The authors cover both popular commercial software programs and free and open source software, such as Linux and R. Showing how to use technology to understand mathematics, this guide supports students on their way to becoming professional mathematicians. For beginning mathematics students, it helps them study for tests and write papers. As time progresses, the book aids them in performing advanced activities, such as computer programming, typesetting, and research.*

MAPLE USER MANUAL

MAPLE V

LEARNING GUIDE

ADVANCED PROBLEM SOLVING WITH MAPLE

A FIRST COURSE

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

MAPLE USER MANUAL

Maple er et teknisk beregnings- og dokumentationsprogram og en on-line test- og evalueringsløsning.

STATISTICS WITH MAPLE

Academic Press *Statistics with Maple is a practical guide for engineers, statisticians, business professionals and others who use the Maple software package and who wish to use it to produce numerical summaries, make graphical displays, and perform statistical inference. The book and software package is unique in its focus on using Maple for statistical methodology. This tutorial and reference manual assumes that readers have a basic knowledge of statistics and a familiarity with Maple. * When a statistical concept is introduced, the appropriate Maple syntax is provided along with a straightforward, worked-out example * Authors provide over 150 procedures on a CD-ROM that is packaged with the book * Users are invited to copy the code into Maple worksheets and modify it for their own use*

THE MASTER CLEANSER

Lulu Press, Inc *The Master Cleanser: Original Edition The Master Cleanser diet otherwise known as the lemonade diet has been around close to 50 years. It's the easiest, most delicious, effective cleansing and weight loss diet available. You can feel good and get rid of what ails you. This diet has been used for every health problem with great success.*

MAPLE 12: USER MANUAL

GETTING STARTED WITH MAPLE

Wiley *The purpose of this guide is to give a quick introduction on how to use Maple. It primarily covers Maple 12, although most of the guide will work with earlier versions of Maple. Also, throughout this guide, we will be suggesting tips and diagnosing common problems that users are likely to encounter. This should make the learning process smoother. This guide is designed as a self-study tutorial to learn Maple. Our emphasis is on getting you quickly up to speed. This guide can also be used as a supplement (or reference) for students taking a mathematics (or science) course that requires use of Maple, such as Calculus, Multivariable Calculus, Advanced Calculus, Linear Algebra, Discrete Mathematics, Modeling, or Statistics.*

A GUIDE TO MATLAB

FOR BEGINNERS AND EXPERIENCED USERS

Cambridge University Press *This is a short, focused introduction to MATLAB, a comprehensive software system for mathematical and technical computing. It contains concise explanations of essential MATLAB commands, as well as easily understood instructions for using MATLAB's programming features, graphical capabilities, simulation models, and rich desktop interface. Written for MATLAB 7, it can also be used with earlier (and later) versions of MATLAB. This book teaches how to graph functions, solve equations, manipulate images, and much more. It contains explicit instructions for using MATLAB's companion software, Simulink, which allows graphical models to be built for dynamical systems. MATLAB's new "publish" feature is discussed, which allows mathematical computations to be combined with text and graphics, to produce polished, integrated, interactive documents. For the beginner it explains everything needed to start using MATLAB, while experienced users making the switch to MATLAB 7 from an earlier version will also find much useful information here.*

MATHEMATICAL METHODS FOR PHYSICS AND ENGINEERING

A COMPREHENSIVE GUIDE

Cambridge University Press *The third edition of this highly acclaimed undergraduate textbook is suitable for teaching all the mathematics for an undergraduate course in any of the physical sciences. As well as lucid descriptions of all the topics and many worked examples, it contains over 800 exercises. New stand-alone chapters give a systematic account of the 'special functions' of physical science, cover an extended range of practical applications of complex variables, and give an introduction to quantum operators. Further tabulations, of relevance in statistics and numerical integration, have been added. In this edition, half of the exercises are provided with hints and answers and, in a separate manual available to both students and their teachers, complete worked solutions. The remaining exercises have no hints, answers or worked solutions and can be used for unaided homework; full solutions are available to instructors on a password-protected web site, www.cambridge.org/9780521679718.*

MAPLE V

LEARNING GUIDE

Springer *Maple V Mathematics Learning Guide is the fully revised introductory documentation for Maple V Release 5. It shows how to use Maple V as a calculator with instant access to hundreds of high-level math routines and as a programming language for more demanding or specialized tasks. Topics include the basic data types and statements in the Maple V language. The book serves as a tutorial introduction and explains the difference between numeric computation and symbolic computation, illustrating how both are used in Maple V Release 5. Extensive "how-to" examples are presented throughout the text to show how common types of calculations can be easily expressed in Maple. Graphics examples are used to illustrate the way in which 2D and 3D graphics can aid in understanding the behaviour of problems.*

SYMBOLIC MATHEMATICS FOR CHEMISTS

A GUIDE FOR MAXIMA USERS

John Wiley & Sons *An essential guide to using Maxima, a popular open source symbolic mathematics engine to solve problems, build models, analyze data and explore fundamental concepts Symbolic Mathematics for Chemists offers students of chemistry a guide to Maxima, a popular open source symbolic mathematics engine that can be used to solve problems, build models, analyze data, and explore fundamental chemistry concepts. The author — a noted expert in the field — focuses on the analysis of experimental data obtained in a laboratory setting and the fitting of data and modeling experiments. The text contains a wide variety of illustrative examples and applications in physical chemistry, quantitative analysis and instrumental techniques. Designed as a practical resource, the book is organized around a series of worksheets that are provided in a companion website. Each worksheet has clearly defined goals and learning objectives and a detailed abstract that provides motivation and context for the material. This important resource: Offers an text that shows how to use popular symbolic mathematics engines to solve problems Includes a series of worksheet that are prepared in Maxima Contains step-by-step instructions written in clear terms and includes illustrative examples to enhance critical thinking, creative problem solving and the ability to connect concepts in chemistry Offers hints and case studies that help to master the basics while proficient users are offered more advanced avenues for exploration Written for advanced undergraduate and graduate students in chemistry and instructors looking to enhance their lecture or lab course with symbolic mathematics materials, Symbolic Mathematics for Chemists: A Guide for Maxima Users is an essential resource for solving and exploring quantitative problems in chemistry.*

A FIRST COURSE IN SCIENTIFIC COMPUTING

SYMBOLIC, GRAPHIC, AND NUMERIC MODELING USING MAPLE, JAVA, MATHEMATICA, AND FORTRAN90

Princeton University Press *This book offers a new approach to introductory scientific computing. It aims to make students comfortable using computers to do science, to provide them with the computational tools and knowledge they need throughout their college careers and into their professional careers, and to show how all the pieces can work together. Rubin Landau introduces the requisite mathematics and computer science in the course of realistic problems, from energy use to the building of skyscrapers to projectile motion with drag. He is attentive to how each discipline uses its own language to describe the same concepts and how computations are concrete instances of the abstract. Landau covers the basics of computation, numerical analysis, and programming from a computational science perspective. The first part of the printed book uses the problem-solving environment Maple as its context, with the same material covered on the accompanying CD as both Maple and Mathematica programs; the second part uses the compiled language Java, with equivalent materials in Fortran90 on the CD; and the final part presents an introduction to LaTeX replete with sample files. Providing the essentials of computing, with practical examples, A First Course in Scientific Computing adheres to the principle that science and engineering students learn computation best while sitting in front of a computer, book in hand, in trial-and-error mode. Not only is it an invaluable learning text and an essential reference for students of mathematics, engineering, physics, and other sciences, but it is also a consummate model for future textbooks in computational science and engineering courses. A broad spectrum of computing tools and examples that can be used throughout an academic career Practical computing aimed at solving realistic problems Both symbolic and numerical computations A multidisciplinary approach: science + math + computer science Maple and Java in the book itself; Mathematica, Fortran90, Maple and Java on the accompanying CD in an interactive workbook format*

HANDBOOK OF FLOATING-POINT ARITHMETIC

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

AT HOME IN NATURE, A USER'S GUIDE

Coastalfields Press *This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.*

THE BUMPER BOOK OF NATURE

A USER'S GUIDE TO THE GREAT OUTDOORS

Crown *When was the last time you climbed a tree? Picked blackberries? Held a snail race? Made maple syrup candy, an old-fashioned quill pen from a bird feather you found, or a plaster cast of an animal track? If the answer is "can't remember" or quite possibly "never," The Bumper Book of Nature will inspire you to get outdoors and enjoy the very best kind of free entertainment for you and your family. Who wouldn't love to discover a colorful butterfly hibernating in a woodshed for the winter or look at a snowflake under a magnifying lens? In warmer weather, why not explore rock pools by the seaside,*

pick wild meadow flowers (and then fry up elderflower fritters!), or go on a city safari? Whether you live in the heart of the city, the suburbs, or the deepest countryside, The Bumper Book of Nature will bring out the child in you with its treasure trove of offbeat, playful nature activities arranged by season. With lovely full-color illustrations as well as related trivia, quotes, and bits of poetry, it's a wonderful keepsake as well as a one-of-a-kind field guide.

FIRST LEAVES: A TUTORIAL INTRODUCTION TO MAPLE V

Springer Science & Business Media *This tutorial shows how to use Maple both as a calculator with instant access to hundreds of high-level math routines and as a programming language for more demanding tasks. It covers topics such as the basic data types and statements in the Maple language. It explains the differences between numeric computation and symbolic computation and illustrates how both are used in Maple. Extensive "how-to" examples are used throughout the tutorial to show how common types of calculations can be expressed easily in Maple. The manual also uses many graphics examples to illustrate the way in which 2D and 3D graphics can aid in understanding the behavior of functions.*

MAPLE V PROGRAMMING GUIDE

FOR RELEASE 5

Springer Science & Business Media *Maple V Mathematics Programming Guide is the fully updated language and programming reference for Maple V Release 5. It presents a detailed description of Maple V Release 5 - the latest release of the powerful, interactive computer algebra system used worldwide as a tool for problem-solving in mathematics, the sciences, engineering, and education. This manual describes the use of both numeric and symbolic expressions, the data types available, and the programming language statements in Maple. It shows how the system can be extended or customized through user defined routines and gives complete descriptions of the system's user interface and 2D and 3D graphics capabilities.*

DAVIS'S DRUG GUIDE FOR NURSES

F A Davis Company *New edition of the number one nursing drug guide in the educational market.*

THE COMPLETE USER'S GUIDE TO THE AMAZING AMAZON KINDLE

Harvard Perspectives in Independent Publishing *The bestselling unauthorized guide that will ensure that you get the most out of the Kindle - or give you all the information you need before you decide to buy.*

MATHEMATICAL BIOLOGY

AN INTRODUCTION WITH MAPLE AND MATLAB

Springer Science & Business Media *This text presents mathematical biology as a field with a unity of its own, rather than only the intrusion of one science into another. The book focuses on problems of contemporary interest, such as cancer, genetics, and the rapidly growing field of genomics.*

BAYESIAN METHODS FOR HACKERS

PROBABILISTIC PROGRAMMING AND BAYESIAN INFERENCE

Addison-Wesley Professional *Master Bayesian Inference through Practical Examples and Computation–Without Advanced Mathematical Analysis Bayesian methods of inference are deeply natural and extremely powerful. However, most discussions of Bayesian inference rely on intensely complex mathematical analyses and artificial examples, making it inaccessible to anyone without a strong mathematical background. Now, though, Cameron Davidson-Pilon introduces Bayesian inference from a computational perspective, bridging theory to practice–freeing you to get results using computing power. Bayesian Methods for Hackers illuminates Bayesian inference through probabilistic programming with the powerful PyMC language and the closely related Python tools NumPy, SciPy, and Matplotlib. Using this approach, you can reach effective solutions in small increments, without extensive mathematical intervention. Davidson-Pilon begins by introducing the concepts underlying Bayesian inference, comparing it with other techniques and guiding you through building and training your first Bayesian model. Next, he introduces PyMC through a series of detailed examples and intuitive explanations that have been refined after extensive user feedback. You'll learn how to use the Markov Chain Monte Carlo algorithm, choose appropriate sample sizes and priors, work with loss functions, and apply Bayesian inference in domains ranging from finance to marketing. Once you've mastered these techniques, you'll constantly turn to this guide for the working PyMC code you need to jumpstart future projects. Coverage includes • Learning the Bayesian "state of mind" and its practical implications • Understanding how computers perform Bayesian inference • Using the PyMC Python library to program Bayesian analyses • Building and debugging models with PyMC • Testing your model's "goodness of fit" • Opening the "black box" of the Markov Chain Monte Carlo algorithm to see how and why it works • Leveraging the power of the "Law of Large Numbers" • Mastering key concepts, such as clustering, convergence, autocorrelation, and thinning • Using loss functions to measure an estimate's weaknesses based on your goals and desired outcomes • Selecting appropriate priors and understanding how their influence changes with dataset size • Overcoming the "exploration versus exploitation" dilemma: deciding when "pretty good" is good enough • Using Bayesian inference to improve A/B testing • Solving data science problems when only small amounts of data are available Cameron Davidson-Pilon has worked in many areas of applied mathematics, from the evolutionary dynamics of genes and diseases to stochastic modeling of financial prices. His contributions to the open source community include lifelines, an implementation of survival analysis in Python. Educated at the University of Waterloo and at the Independent University of Moscow, he currently works with the online commerce leader Shopify.*

BEER SCHOOL

BOTTLING SUCCESS AT THE BROOKLYN BREWERY

John Wiley & Sons *What do you get when you cross a journalist and a banker? A brewery, of course. "A great city should have great beer. New York finally has, thanks to Brooklyn. Steve Hindy and Tom Potter provided it. Beer School explains how they did it: their mistakes as well as their triumphs. Steve writes with a journalist's skepticism-as though he has forgotten that he is reporting on himself. Tom is even less forgiving-he's a banker, after all. The inside story reads at times like a cautionary tale, but it is an account of a great and welcome achievement." —Michael Jackson, The Beer Hunter(r) "An accessible and insightful case study with terrific insight for aspiring entrepreneurs. And if that's not enough, it is all about beer!" —Professor Murray Low, Executive Director, Lang Center for Entrepreneurship, Columbia Business School "Great lessons on what every first-time entrepreneur will experience. Being down the block from the Brooklyn Brewery, I had firsthand witness to their positive impact on our community. I give Steve and Tom's book an A++!" —Norm Brodsky, Senior Contributing Editor, Inc. magazine "Beer School is a useful and entertaining book. In essence, this is the story of starting a beer business from scratch in New York City. The product is one readers can relate to, and the market is as tough as they get. What a fun challenge! The book can help not only those entrepreneurs who are starting a business but also those trying to grow one once it is established. Steve and Tom write with enthusiasm and insight about building their business. It is clear that they learned a lot along the way. Readers can learn from these lessons too." —Michael Preston, Adjunct Professor, Lang Center for Entrepreneurship, Columbia Business School, and coauthor, The Road to Success: How to Manage Growth "Although we (thankfully!) never had to deal with the Mob, being held up at gunpoint, or having our beer and equipment ripped off, we definitely identified with the challenges faced in those early days of cobbling a brewery together. The revealing story Steve and Tom tell about two partners entering a business out of passion, in an industry they knew little about, being seriously undercapitalized, with an overly naive business plan, and their ultimate success, is an inspiring tale." —Ken Grossman, founder, Sierra Nevada Brewing Co.*

THE MAPLE HANDBOOK

MAPLE V RELEASE 3

Springer *How to Use This Handbook The Maple Handbook is a complete reference tool for the Maple language, and is written for all Maple users, regardless of their dis cipline or field(s) of interest. All the built-in mathematical, graphic, and system-based commands available in Maple V Release 3 are detailed herein. Please note that The Maple Handbook does not teach about the mathematics behind Maple commands. If you do not know the meaning of such concepts as definite integral, identity matrix, or prime integer, do not expect to learn them here. As well, while the introductory sections to each chapter taken together do provide a basic overview of the capabilities of Maple, it is highly recom mended that you also read a more thorough tutorial such as In troduction to Maple by Andre Heck or First Leaves: A Tutorial Introduction to Maple V. Overall Organization One of the main premises of The Maple Handbook is that most Maple users approach the system to solve a particular problem (or set of problems) in a specific subject area. Therefore, all commands are organized in logical subsets that reflect these different cate gories (e.g., calculus, algebra, data manipulation, etc.) and the com mands within a subset are explained in a similar language, creating a tool that allows you quick and confident access to the information necessary to complete the problem you have brought to the system.*

MATLAB GUIDE

Society for Industrial & Applied *Mathematics of Computing -- Mathematical Software.*

MAPLE V LEARNING GUIDE

Springer Verlag *A completely, revised, up-to-date tutorial on the use of Maple, this book shows readers how to use Maple as a calculator with access to hundreds of high-level math routines or as a programming language to handle demanding or specialized tasks. The symbolic, numeric and graphing features of Maple are explained and illustrated through extensive how-to examples. 50 illus.*

DIGITAL SPECTRAL ANALYSIS

SECOND EDITION

Courier Dover Publications *Digital Spectral Analysis offers a broad perspective of spectral estimation techniques and their implementation. Coverage includes spectral estimation of discrete-time or discrete-space sequences derived by sampling continuous-time or continuous-space signals. The treatment emphasizes the behavior of each spectral estimator for short data records and provides over 40 techniques described and available as implemented MATLAB functions. In addition to summarizing classical spectral estimation, this text provides theoretical background and review material in linear*

systems, Fourier transforms, matrix algebra, random processes, and statistics. Topics include Prony's method, parametric methods, the minimum variance method, eigenanalysis-based estimators, multichannel methods, and two-dimensional methods. Suitable for advanced undergraduates and graduate students of electrical engineering — and for scientific use in the signal processing application community outside of universities — the treatment's prerequisites include some knowledge of discrete-time linear system and transform theory, introductory probability and statistics, and linear algebra. 1987 edition.

DYNAMICAL SYSTEMS WITH APPLICATIONS USING MAPLE

Springer Science & Business Media *Since the first edition of this book was published in 2001, MapleTM has evolved from Maple V into Maple 13. Accordingly, this new edition has been thoroughly updated and expanded to include more applications, examples, and exercises, all with solutions; two new chapters on neural networks and simulation have also been added. The author has emphasized breadth of coverage rather than fine detail, and theorems with proof are kept to a minimum. This text is aimed at senior undergraduates, graduate students, and working scientists in various branches of applied mathematics, the natural sciences, and engineering.*

TOOLS OF AMERICAN MATHEMATICS TEACHING, 1800–2000

JHU Press *From the blackboard to the graphing calculator, the tools developed to teach mathematics in America have a rich history shaped by educational reform, technological innovation, and spirited entrepreneurship. In Tools of American Mathematics Teaching, 1800–2000, Peggy Aldrich Kidwell, Amy Ackerberg-Hastings, and David Lindsay Roberts present the first systematic historical study of the objects used in the American mathematics classroom. They discuss broad tools of presentation and pedagogy (not only blackboards and textbooks, but early twentieth-century standardized tests, teaching machines, and the overhead projector), tools for calculation, and tools for representation and measurement. Engaging and accessible, this volume tells the stories of how specific objects such as protractors, geometric models, slide rules, electronic calculators, and computers came to be used in classrooms, and how some disappeared.*

A GUIDE TO MAPLE

Springer Science & Business Media *This "hands-on" book is for people who are interested in immediately putting Maple to work. The reader is provided with a compact, fast and surveyable guide that introduces them to the extensive capabilities of the software. The book is sufficient for standard use of Maple and will provide techniques for extending Maple for more specialized work. The author discusses the reliability of results systematically and presents ways of testing questionable results. The book allows a reader to become a user almost immediately and helps him/her to grow gradually to a broader and more proficient use. As a consequence, some subjects are dealt with in an introductory way early in the book, with references to a more detailed discussion later on.*

INTRODUCTION TO MAPLE

Springer Science & Business Media *The fully revised edition of this best-selling title presents the modern computer algebra system Maple. It teaches the reader not only what can be done by Maple, but also how and why it can be done. The book provides the necessary background for those who want the most of Maple or want to extend its built-in knowledge, containing both elementary and more sophisticated examples as well as many exercises.*

USER'S GUIDE FOR THE NORTHERN HARDWOOD STAND MODELS

S2SIMSAP and SIMTIM are computer programs that have been developed to simulate the stand growth and development of natural and treated even-aged northern hardwood stands. SIMSAP begins with species distributions by quality classes in sapling stands after regeneration. SIMTIM, the poletimber-sawtimber-harvest phase, uses stocking guides based on quadratic mean stand diameter, number of trees, and basal area per acre of trees in the main crown canopy. Using available data, the connecting phases of the models have been tebted to determine the effects of silvicultural treatments (or no treatment) on long-term stand response. The models are coded in FORTRAN 77 and are available on mainframe and IBM compatible microcomputers with a minimum of 256 K.S3.