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Discovering Computers ©2016 Discovering Computers 2005 Study Guide for Shelly/Vermaat S Discovering Computers 2011: Complete Computer Networks Reconfigurable Computing Systems Engineering Research in Mathematics Education in Australasia 2012-2015 The Elements of Computing Systems Using Windows Server Essentials 2012 Introduction to Computers Prophets of Computing MCSA Windows Server 2012 R2 Complete Study Guide The Turing Guide Colliding Worlds: How Cutting-Edge Science Is Redefining Contemporary Art Robotic Intelligence Automation and Autonomy Computers as Components Computational Thinking in the STEM Disciplines Nine Algorithms That Changed the Future Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications Philosophy of Computer Science Teaching Computing Unplugged in Primary Schools Scientific Computing - An Introduction using Maple and MATLAB Issues in Applied Computing: 2013 Edition Cloud Computing Technologies for Green Enterprises Research Anthology on Architectures, Frameworks, and Integration Strategies for Distributed and Cloud Computing Turing's Cathedral Computer Architecture MCSA 70-687 Cert Guide Trends and Challenges in Digital Business Innovation Ellipse Fitting for Computer Vision Digital Russia Ancestral Knowledge Meets Computer Science Education Intelligent Web-Based English Instruction in Middle Schools Doing Better Statistics in Human-Computer Interaction The Mobile Wave Cloud Computing and Digital Media The Computing Universe Advances in Computers Handbook of Research on High Performance and Cloud Computing in Scientific Research and Education Easy Computer Basics, Windows 8 Edition

Alan Turing has long proved a subject of fascination, but following the centenary of his birth in 2012, the code-breaker, computer pioneer, mathematician (and much more) has become even more celebrated with much media coverage, and several meetings, conferences and books raising public awareness of Turing's life and work. This volume will bring together contributions from some of the leading experts on Alan Turing to create a comprehensive guide to Turing that will serve as a useful resource for researchers in the area as well as the increasingly interested general reader. The book will cover aspects of Turing's life and the wide range of his intellectual activities, including mathematics, code-breaking, computer science, logic, artificial intelligence and mathematical biology, as well as his subsequent influence. Each chapter of this book covers specific topics in statistical analysis, such as robust alternatives to t-tests or how to develop a questionnaire. They also address particular questions on these topics, which are commonly asked by human-computer interaction (HCI) researchers when planning or completing the analysis of their data. The book presents the current best practice in statistics, drawing on the state-of-the-art literature that is rarely presented in HCI. This is achieved by providing strong arguments that support good statistical analysis without relying on mathematical explanations. It additionally offers some philosophical underpinnings for statistics, so that readers can see how statistics fit with experimental design and the fundamental goal of discovering new HCI knowledge. As modern technologies continue to develop and evolve, the ability of users to interface with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools. Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications gathers research on user interfaces for advanced

technologies and how these interfaces can facilitate new developments in the fields of robotics, assistive technologies, and computational intelligence. This four-volume reference contains cutting-edge research for computer scientists; faculty and students of robotics, digital science, and networked communications; and clinicians invested in assistive technologies. This seminal reference work includes chapters on topics pertaining to system usability, interactive design, mobile interfaces, virtual worlds, and more. Issues in Applied Computing / 2013 Edition is a ScholarlyEditions™ book that delivers timely, authoritative, and comprehensive information about Computer-Assisted Tomography. The editors have built Issues in Applied Computing: 2013 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about Computer-Assisted Tomography in this book to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Issues in Applied Computing: 2013 Edition has been produced by the world's leading scientists, engineers, analysts, research institutions, and companies. All of the content is from peer-reviewed sources, and all of it is written, assembled, and edited by the editors at ScholarlyEditions™ and available exclusively from us. You now have a source you can cite with authority, confidence, and credibility. More information is available at <http://www.ScholarlyEditions.com/>.

Cloud Computing and Digital Media: Fundamentals, Techniques, and Applications presents the fundamentals of cloud and media infrastructure, novel technologies that integrate digital media with cloud computing, and real-world applications that exemplify the potential of cloud computing for next-generation digital media. It brings together technologies for media/data communication, elastic media/data storage, security, authentication, cross-network media/data fusion, interdevice media interaction/reaction, data centers, PaaS, SaaS, and more. The book covers resource optimization for multimedia cloud computing—a key technical challenge in adopting cloud computing for various digital media applications. It describes several important new technologies in cloud computing and digital media, including query processing, semantic classification, music retrieval, mobile multimedia, and video transcoding. The book also illustrates the profound impact of emerging health-care and educational applications of cloud computing. Covering an array of state-of-the-art research topics, this book will help you understand the techniques and applications of cloud computing, the interaction/reaction of mobile devices, and digital media/data processing and communication. Since its first volume in 1960, Advances in Computers has presented detailed coverage of innovations in computer hardware, software, theory, design, and applications. It has also provided contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles usually allow. As a result, many articles have become standard references that continue to be of significant, lasting value in this rapidly expanding field. In-depth surveys and tutorials on new computer technology Well-known authors and researchers in the field Extensive bibliographies with most chapters Many of the volumes are devoted to single themes or subfields of computer science With the ninth edition of the four-yearly review of mathematics education research in Australasia, the Mathematics Education Research Group of Australasia (MERGA) discusses the Australasian research in mathematics education in the four years from 2012-2015. This review aims to critically promote quality research and focus on the building of research capacity in Australasia. Distributed systems intertwine with our everyday lives. The benefits and current shortcomings of the underpinning technologies are experienced by a wide range of people and their smart devices. With the rise of large-scale IoT and similar distributed systems, cloud bursting technologies, and partial outsourcing solutions, private entities are encouraged to increase their efficiency and offer unparalleled availability and reliability to their users. The Research Anthology on Architectures, Frameworks, and Integration Strategies for Distributed and Cloud Computing is a vital reference source that provides valuable insight into current and emergent research occurring within the field of distributed computing. It also presents architectures and service frameworks to achieve highly integrated distributed systems and solutions to integration and efficient management challenges faced by current and future distributed systems. Highlighting a range of topics such as data sharing, wireless sensor networks, and scalability, this multi-volume book is ideally designed for system administrators,

integrators, designers, developers, researchers, academicians, and students. Reconfigurable Computing Systems Engineering: Virtualization of Computing Architecture describes the organization of reconfigurable computing system (RCS) architecture and discusses the pros and cons of different RCS architecture implementations. Providing a solid understanding of RCS technology and where it's most effective, this book: Details the architecture organization of RCS platforms for application-specific workloads Covers the process of the architectural synthesis of hardware components for system-on-chip (SoC) for the RCS Explores the virtualization of RCS architecture from the system and on-chip levels Presents methodologies for RCS architecture run-time integration according to mode of operation and rapid adaptation to changes of multi-parametric constraints Includes illustrative examples, case studies, homework problems, and references to important literature A solutions manual is available with qualifying course adoption. Reconfigurable Computing Systems Engineering: Virtualization of Computing Architecture offers a complete road map to the synthesis of RCS architecture, exposing hardware design engineers, system architects, and students specializing in designing FPGA-based embedded systems to novel concepts in RCS architecture organization and virtualization. Emerging developments in cloud computing have created novel opportunities and applications for businesses. These innovations not only have organizational benefits, but can be advantageous for green enterprises as well. Cloud Computing Technologies for Green Enterprises is a pivotal reference source for the latest scholarly research on the advancements, benefits, and challenges of cloud computing for green enterprise endeavors. Highlighting pertinent topics such as resource allocation, energy efficiency, and mobile computing, this book is a premier resource for academics, researchers, students, professionals, and managers interested in novel trends in cloud computing applications. Because circular objects are projected to ellipses in images, ellipse fitting is a first step for 3-D analysis of circular objects in computer vision applications. For this reason, the study of ellipse fitting began as soon as computers came into use for image analysis in the 1970s, but it is only recently that optimal computation techniques based on the statistical properties of noise were established. These include renormalization (1993), which was then improved as FNS (2000) and HEIV (2000). Later, further improvements, called hyperaccurate correction (2006), HyperLS (2009), and hyper-renormalization (2012), were presented. Today, these are regarded as the most accurate fitting methods among all known techniques. This book describes these algorithms as well implementation details and applications to 3-D scene analysis. We also present general mathematical theories of statistical optimization underlying all ellipse fitting algorithms, including rigorous covariance and bias analyses and the theoretical accuracy limit. The results can be directly applied to other computer vision tasks including computing fundamental matrices and homographies between images. This book can serve not simply as a reference of ellipse fitting algorithms for researchers, but also as learning material for beginners who want to start computer vision research. The sample program codes are downloadable from the website: <https://sites.google.com/a/morganclaypool.com/ellipse-fitting-for-computer-vision-implementation-and-applications>. Computers as Components, Second Edition, updates the first book to bring essential knowledge on embedded systems technology and techniques under a single cover. This edition has been updated to the state-of-the-art by reworking and expanding performance analysis with more examples and exercises, and coverage of electronic systems now focuses on the latest applications. It gives a more comprehensive view of multiprocessors including VLIW and superscalar architectures as well as more detail about power consumption. There is also more advanced treatment of all the components of the system as well as in-depth coverage of networks, reconfigurable systems, hardware-software co-design, security, and program analysis. It presents an updated discussion of current industry development software including Linux and Windows CE. The new edition's case studies cover SHARC DSP with the TI C5000 and C6000 series, and real-world applications such as DVD players and cell phones. Researchers, students, and savvy professionals schooled in hardware or software design, will value Wayne Wolf's integrated engineering design approach. * Uses real processors (ARM processor and TI C55x DSP) to demonstrate both technology and techniques...Shows readers how to apply principles to actual design practice. * Covers all

necessary topics with emphasis on actual design practice...Realistic introduction to the state-of-the-art for both students and practitioners. * Stresses necessary fundamentals which can be applied to evolving technologies...helps readers gain facility to design large, complex embedded systems that actually work. This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system. SEE IT DONE. DO IT YOURSELF. It's that Easy! Easy Computer Basics, Windows 8 Edition teaches you the fundamentals to help you get the most from your computer hardware and software. Fully illustrated steps with simple instructions guide you through each task, building the skills you need to perform the most common computer tasks. No need to feel intimidated; we'll hold your hand every step of the way. Learn how to... Set up and configure your new computer system Upgrade your computer with new hardware and software Use Microsoft Windows 8—and personalize it just for you Connect to the Internet for web surfing, email, Facebook, and YouTube View and manage digital photos Download music from the iTunes Store and other sites, plus stream music live over the Internet Protect your family and your computer from viruses, spam, and spyware Set up a wireless home network and share your Internet connection with multiple computers Teaching primary computing without computers? The Computing curriculum is a challenge for primary school teachers. The realities of primary school resources mean limited access to computer hardware. But computing is about more than computers. Important aspects of the fundamental principles and concepts of computer science can be taught without any hardware. Children can learn to analyse problems and computational terms and apply computational thinking to solve problems without turning on a computer. This book shows you how you can teach computing through 'unplugged' activities. It provides lesson examples and everyday activities to help teachers and pupils explore computing concepts in a concrete way, accelerating their understanding and grasp of key ideas such as abstraction, logic, algorithms and data representation. The unplugged approach is physical and collaborative, using kinaesthetic learning to help make computing concepts more meaningful and memorable. This book will help you to elevate your teaching, and your children's learning of computing beyond the available hardware. It focuses on the building blocks of understanding required for computation thinking. This book illustrates a pathway for knowledge production to benefit from interweaving the seemingly disparate historical experiences of Indigenous Peoples and computer science education. The resulting practice of ancestral computing for sustainability holds the power to mitigate the destructive forces of the field, while extending the potential of traditionally underserved and unheard populations. Reimagining the field of computer science, interwoven with traditional lifeways, presents compelling new discoveries in research and harnesses the rich tapestries that are Indigenous populations. Returning healthy lifeways to a center stage long-occupied by tightly controlled, Eurocentric learning methods opens worlds of opportunity that have felt lost to time. Scientific computing is the study of how to use computers effectively to solve problems that arise from the mathematical modeling of phenomena in science and engineering. It is based on mathematics, numerical and symbolic/algebraic computations and visualization. This book serves as an introduction to both the theory and practice of scientific computing, with each chapter presenting the basic algorithms that serve as the workhorses of many scientific codes; we explain both the theory behind these algorithms and how they must be implemented in order to work reliably in finite-precision arithmetic. The book includes many programs written in Matlab and Maple - Maple is often used to derive numerical algorithms, whereas Matlab is used to implement them. The theory is developed in such a way that students can learn by themselves as they work through the text. Each chapter contains numerous examples and problems to help readers understand the material "hands-on". A dazzling look at the artists working on the frontiers of science. In recent decades, an exciting new art movement has emerged in which artists utilize and illuminate the latest advances in science. Some of their provocative creations—a live rabbit implanted with the fluorescent gene of a jellyfish, a gigantic glass-and-chrome sculpture of the Big Bang (pictured on the cover)—can be seen in traditional art museums and magazines, while others are being made by leading designers at Pixar, Google's Creative Lab, and the MIT Media Lab. In Colliding Worlds, Arthur I.

Miller takes readers on a wild journey to explore this new frontier. Miller, the author of *Einstein*, *Picasso* and other celebrated books on science and creativity, traces the movement from its seeds a century ago—when Einstein’s theory of relativity helped shape the thinking of the Cubists—to its flowering today. Through interviews with innovative thinkers and artists across disciplines, Miller shows with verve and clarity how discoveries in biotechnology, cosmology, quantum physics, and beyond are animating the work of designers like Neri Oxman, musicians like David Toop, and the artists-in-residence at CERN’s Large Hadron Collider. From NanoArt to Big Data, Miller reveals the extraordinary possibilities when art and science collide. This book argues that Marxist theory is essential for understanding the contemporary industrialization of the form of artificial intelligence (AI) called machine learning. It includes a political economic history of AI, tracking how it went from a fringe research interest for a handful of scientists in the 1950s to a centerpiece of cybernetic capital fifty years later. It also includes a political economic study of the scale, scope and dynamics of the contemporary AI industry as well as a labour process analysis of commercial machine learning software production, based on interviews with workers and management in AI companies around the world, ranging from tiny startups to giant technology firms. On the basis of this study, Steinhoff develops a Marxist analysis to argue that the popular theory of immaterial labour, which holds that information technologies increase the autonomy of workers from capital, tending towards a post-capitalist economy, does not adequately describe the situation of high-tech digital labour today. In the AI industry, digital labour remains firmly under the control of capital. Steinhoff argues that theories discerning therein an emergent autonomy of labour are in fact witnessing labour’s increasing automation. This book lays out the concepts necessary to understand how a computer works. For reasons of clarity, the authors have deliberately chosen examples that apply to machines from all eras, without having to wade down the contents of the book. This choice helps to show how techniques, concepts and performances have evolved since the first computers. The book is divided into five parts. The first four, which are of increasing difficulty, are the core of the book: “Elements of a Basic Architecture”, “Programming Model and Operation”, “Memory Hierarchy”, “Parallelism and Performance Enhancement”. The final part provides hints and solutions to the exercises in the book as well as appendices. The reader may approach each part independently based on their prior knowledge and goals. The popular *DISCOVERING COMPUTERS* is now revised, based on customer feedback, to reflect the evolving needs of today’s Introductory Technology students. This exciting new edition maintains proven hallmarks that ensure students know what they need to be successful digital citizens in college and beyond. This edition offers the latest coverage of today’s digital world with an emphasis on enterprise computing, ethics, Internet search skills, mobile computing, various operating systems, browsers and security. Critical thinking and problem-solving exercises throughout the text reinforce key skills, while end-of-chapter activities provide hands-on practice. *DISCOVERING COMPUTERS* provides the content your students need, presented in a way that ensures their success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Nine revolutionary algorithms that power our computers and smartphones Every day, we use our computers to perform remarkable feats. A simple web search picks out a handful of relevant needles from the world’s biggest haystack. Uploading a photo to Facebook transmits millions of pieces of information over numerous error-prone network links, yet somehow a perfect copy of the photo arrives intact. Without even knowing it, we use public-key cryptography to transmit secret information like credit card numbers, and we use digital signatures to verify the identity of the websites we visit. How do our computers perform these tasks with such ease? John MacCormick answers this question in language anyone can understand, using vivid examples to explain the fundamental tricks behind nine computer algorithms that power our PCs, tablets, and smartphones. This book covers studies of computational thinking related to linking, infusing, and embedding computational thinking elements to school curricula, teacher education and STEM related subjects. Presenting the distinguished and exemplary works by educators and researchers in the field highlighting the contemporary trends and issues, creative and unique approaches, innovative methods, frameworks,

pedagogies and theoretical and practical aspects in computational thinking. A decade ago the notion of computational thinking was introduced by Jeannette Wing and envisioned that computational thinking will be a fundamental skill that complements to reading, writing and arithmetic for everyone and represents a universally applicable attitude. The computational thinking is considered a thought processes involved in a way of solving problems, designing systems, and understanding human behaviour. Assimilating computational thinking at young age will assist them to enhance problem solving skills, improve logical reasoning, and advance analytical ability - key attributes to succeed in the 21st century. Educators around the world are investing their relentless effort in equipping the young generation with real-world skills ready for the demand and challenges of the future. It is commonly believed that computational thinking will play a pivotal and dominant role in this endeavour. Wide-ranging research on and application of computational thinking in education have been emerged in the last ten years. This book will document attempts to conduct systematic, prodigious and multidisciplinary research in computational thinking and present their findings and accomplishments. This book describes the trends in digital innovation that are of most importance for businesses and explores the key challenges. The book is in three parts, the first of which focuses on developments in digital systems. Here, the ever-growing relevance of big data, cloud computing, and mobile services for business is discussed, and detailed consideration is given to the importance of social listening for understanding user behavior and needs and the implications of IT consumerization. In the second part, trends in digital management are examined, with chapters devoted to work practice, digital business identity as well as branding and governance. The final part of the book presents and reviews case studies of digital innovation at the global level that provide a benchmark of best practices, with inclusion of instructive fact sheets. While the book offers academic coverage of the digital transformation of business organizations and the associated challenges, it also describes concrete, real-world issues in clear, easy-to-understand language and will serve as a toolbox for managers that can be readily consulted. The text is supported by informative illustrations and tables, and practitioners will also benefit from the reported case studies and highlighted insights and recommendations. Get ready to learn about today's digital world with Essential Introduction to Computers. This concise text provides a visually-engaging introduction to the most current information on computers and technology. Students will gain an understanding of the essential computer concepts they need to know to help them be successful in today's computing world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Set a higher standard. Discovering Computers 2005 continues a tradition of compelling and exciting content, multimedia, and instructional support. When electronic digital computers first appeared after World War II, they appeared as a revolutionary force. Business management, the world of work, administrative life, the nation state, and soon enough everyday life were expected to change dramatically with these machines' use. Ever since, diverse prophecies of computing have continually emerged, through to the present day. As computing spread beyond the US and UK, such prophecies emerged from strikingly different economic, political, and cultural conditions. This volume explores how these expectations differed, assesses unexpected commonalities, and suggests ways to understand the divergences and convergences. This book examines thirteen countries, based on source material in ten different languages—the effort of an international team of scholars. In addition to analyses of debates, political changes, and popular speculations, we also show a wide range of pictorial representations of "the future with computers." As information systems used for research and educational purposes have become more complex, there has been an increase in the need for new computing architecture. High performance and cloud computing provide reliable and cost-effective information technology infrastructure that enhances research and educational processes. Handbook of Research on High Performance and Cloud Computing in Scientific Research and Education presents the applications of cloud computing in various settings, such as scientific research, education, e-learning, ubiquitous learning, and social computing. Providing various examples, practical solutions, and applications of high performance and cloud computing; this book is a useful reference for

professionals and researchers discovering the applications of information and communication technologies in science and education, as well as scholars seeking insight on how modern technologies support scientific research. This volume aims to provide a reference to the development of robotic intelligence, built upon Semantic Computing, in terms of 'action' to realize the 'context' and 'intention' formulated by Semantics Computing during the 'thinking' or reasoning process. It addresses three core areas: This exciting and accessible book takes us on a journey from the early days of computers to the cutting-edge research of the present day that will shape computing in the coming decades. It introduces a fascinating cast of dreamers and inventors who brought these great technological developments into every corner of the modern world, and will open up the universe of computing to anyone who has ever wondered where his or her smartphone came from. Documents the innovations of a group of eccentric geniuses who developed computer code in the mid-20th century as part of mathematician Alan Turing's theoretical universal machine idea, exploring how their ideas led to such developments as digital television, modern genetics and the hydrogen bomb. A unique resource exploring the nature of computers and computing, and their relationships to the world. Philosophy of Computer Science is a university-level textbook designed to guide readers through an array of topics at the intersection of philosophy and computer science. Accessible to students from either discipline, or complete beginners to both, the text brings readers up to speed on a conversation about these issues, so that they can read the literature for themselves, form their own reasoned opinions, and become part of the conversation by contributing their own views. Written by a highly qualified author in the field, the book looks at some of the central questions in the philosophy of computer science, including: What is philosophy? (for readers who might be unfamiliar with it) What is computer science and its relationship to science and to engineering? What are computers, computing, algorithms, and programs?(Includes a line-by-line reading of portions of Turing's classic 1936 paper that introduced Turing Machines, as well as discussion of the Church-Turing Computability Thesis and hypercomputation challenges to it) How do computers and computation relate to the physical world? What is artificial intelligence, and should we build AIs? Should we trust decisions made by computers? A companion website contains annotated suggestions for further reading and an instructor's manual. Philosophy of Computer Science is a must-have for philosophy students, computer scientists, and general readers who want to think philosophically about computer science. Prepare for the MCSA Windows Server 2012 R2 Exams Microsoft's new version of the MCSA certification for Windows Server 2012 R2 requires passing three exams (or one Upgrade exam if you have your MCSA or MCITP in Windows Server 2008). This value-priced study guide includes more than 1,000 pages of quality exam-prep content, covering 100% of the objective domains of all three exams (as well as the Upgrade exam, 70-417). In addition, you get access to an interactive practice test environment with more than 500 questions, electronic flashcards, and videos showing how to perform the more difficult tasks. Both first-time MCSA candidates and those wishing to upgrade from Server 2008 certification will benefit from this complete test-prep guide. Completely updated to cover the Windows Server 2012 R2 Exams Provides a comprehensive study guide for all three MCSA Windows Server 2012 R2 exams: 70-410, 70-411, and 70-412, as well as the Upgrade exam: 70-417 Covers installing and configuring Windows Server 2012; deploying and configuring DNS service; administering Active Directory; creating and managing Group Policy Objects; and configuring server roles and features, Hyper-V, and core networking services Explains basic networking concepts, DHCP, deploying and maintaining servers, configuring a network policy server infrastructure and high availability in Windows Server 2012, and much more Features real-world scenarios, hands-on exercises, practice exam questions, electronic flashcards, and over an hour of video demonstrations Covers all exam objectives MCSA Windows Server 2012 R2 Complete Study Guide arms you with all the information you must master to achieve MCSA certification on Windows Server 2012 R2. Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking

technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking.

Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available Study more effectively and improve your performance at exam time with this comprehensive guide. Written to work hand-in hand with DISCOVERING COMPUTERS 2011: COMPLETE, 1st Edition, this user-friendly guide includes a wide variety of learning tools to help you master the key concepts of the course. Digital Russia provides a comprehensive analysis of the ways in which new media technologies have shaped language and communication in contemporary Russia. It traces the development of the Russian-language internet, explores the evolution of web-based communication practices, showing how they have both shaped and been shaped by social, political, linguistic and literary realities, and examines online features and trends that are characteristic of, and in some cases specific to, the Russian-language internet. This is the eBook version of the print title. Note that the eBook does not provide access to the practice test software that accompanies the print book.

Learn, prepare, and practice for MCSA 70-687 exam success with this Cert Guide from Pearson IT Certification, a leader in IT certification. Master MCSA 70-687 exam topics for Windows 8.1 configuration Assess your knowledge with chapter-ending quizzes Review key concepts with exam preparation tasks MCSA 70-687 Cert Guide: Configuring Microsoft® Windows 8.1 is a best-of-breed exam study guide. Best-selling authors and expert instructors Don Poulton, Randy Bellet, and Harry Holt share preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics.

The book presents you with an organized test preparation routine through the use of proven series elements and techniques. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. Review questions help you assess your knowledge, and a final preparation chapter guides you through tools and resources to help you craft your final study plan.

Well-regarded for its level of detail, assessment features, and challenging review questions and exercises, this study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time.

The study guide helps you master all the topics on the MCSA 70-687 exam, including the following: Windows 8.1 introduction Hardware readiness and compatibility Installation and upgrades, including VHDs Migrating users, profiles, and applications Configuring devices and device drivers Installing, configuring, and securing applications Configuring Internet Explorer Configuring Hyper-V virtualization Configuring TCP/IP, network settings, and network security Configuring and securing access to files and folders, including OneDrive and NFC Configuring local security, authentication, and authorization Configuring remote connections and management Configuring and securing mobile devices Configuring Windows

Updates Managing disks, backups, and system/file recovery Managing/monitoring system performance ∫ The integration of technology into educational environments has become more prominent over the years. The combination of technology and face-to-face interaction with instructors allows for a thorough, more valuable educational experience. Intelligent Web-Based English Instruction in Middle Schools addresses the concerns associated with the use of computer-based systems in teaching English as a foreign language, proving the effectiveness and efficiency of technological integration in modern classrooms. Highlighting cases based on current practices in four diverse schools, this book is a vital reference source for practitioners and researchers interested in the educational benefits of educational technologies in language acquisition. In the tradition of international bestsellers, Future Shock and Megatrends, Michael J. Saylor, CEO of MicroStrategy, brings The Mobile Wave, a ground-breaking analysis of the impact of mobile intelligence -- the fifth wave of computer technology. The Mobile Wave argues that the changes brought by mobile computing are so big and widespread that it's impossible for us to see it all, even though we are all immersed in it. Saylor explains that the current generation of mobile smart phones and tablet computers has set the stage to become the universal computing platform for the world. In the hands of billions of people and accessible anywhere and anytime, mobile computers are poised to become an appendage of the human being and an essential tool for modern life. With the perspective of a historian, the precision of a technologist, and the pragmatism of a CEO, Saylor provides a panoramic view of the future mobile world. He describes how: A Harvard education will be available to anyone with the touch of a screen. Cash will become virtual software and crime proof. Cars, homes, fruit, animals, and more will be tagged so they can tell you about themselves. Buying an item will be as easy as pointing our mobile device to scan and pay. Land and capital will become more of a liability than an asset. Social mobile media will push all businesses to think and act like software companies. Employment will shift as more service-oriented jobs are automated by mobile software. Products, businesses, industries, economies, and even society will be altered forever as the Mobile wave washes over us and changes the landscape. With so much change, The Mobile Wave is a guidebook for individuals, business leaders, and public figures who must navigate the new terrain as mobile intelligence changes everything. Using Windows Server 2012 Essentials - Step by Step is our comprehensive guide to Microsoft's ideal "first server" platform. Written specifically for home and small business owners new to servers, or those migrating from Microsoft's Windows Home Server, Using Windows Server 2012 Essentials provides easy to follow steps for installing, configuring and extending Windows Server 2012 Essentials - at home or at the office! Fully illustrated with hundreds of colour screenshots, this 586 page eBook is designed to provide a friendly deep dive into the features and workings of Microsoft's server platform - no IT degree required! Author and Microsoft Most Valuable Professional Jim Clark walks you through first steps with your server - from the computer hardware you'll need to host Windows Server 2012 Essentials, through installing the software, configuring user accounts and security settings, connecting client PCs, mobile devices and Apple Macs. We take a look at backing up and restoring your vital data, sharing files and folders across multiple users and devices, accessing the server remotely via the web or VPN, streaming music, video and photos and a whole lot more. The eBook wraps up with a high level guide to additional software you could consider installing to extend the Windows Server 2012 platform as well as an introduction to advanced server management tools and features. Whether you're considering the use of a server at home or for your small business, thinking of moving from a Network Attached Storage device or back-up hard drive to a more powerful option, or simply whether you just want to find out more, Using Windows Server 2012 Essentials - Step by Step has been written to answer all of your questions - by non-IT geeks, for non-IT geeks!

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