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(Questions and Solutions), Vol.
1 Jumping Into C++ Starting
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with Algorithms and Data Structures Using Python Nano- and Microparticle-Induced Cell Death, Inflammation and Immune Responses C++ Cookbook Protein & Peptide Letters Mastering C++

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable

code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to

manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including:

- Fundamental types, reference types, and user-defined types
- The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm
- Compile-time polymorphism with templates and run-time polymorphism with virtual classes
- Advanced expressions, statements, and functions
- Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities
- Containers, iterators, strings,

and algorithms • Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation. "Jumping into C++ covers every step of the programming process, including : * getting the tools you need to program and how to use them * basic language features like variables, loops and functions * how to go from an idea to code * a clear, understandable explanation of pointers * strings, file IO, arrays, references * classes, object oriented programming, and advanced class design * data structures and the

standard template library (STL). Key concepts are reinforced with quizzes and over 75 practice problems. You'll also get over 70 sample source code files to use or adapt. [...]" (extrait du résumé de quatrième de couverture). Scientific computing is a collection of tools, techniques and theories required to develop and solve mathematical models in science and engineering on a computer. This timely book provides the various skills and techniques needed in scientific computing. The topics range in difficulty from elementary to advanced, and all the latest fields in scientific computing are covered such as matrices,

numerical analysis, neural networks, genetic algorithms, etc. Presented in the format of problems and detailed solutions, important concepts and techniques are introduced and developed. Many problems include software simulations. Algorithms have detailed implementations in C++ or Java. This book will prove to be invaluable not only to students and research workers in the fields of scientific computing, but also to teachers of this subject who will find this text useful as a supplement. The topics discussed in this book are part of the e-learning and distance learning courses conducted by the International School of Scientific Computing,

South Africa. This book enables intermediate and advanced programmers the kind of depth that's really needed, such as advanced window functionality, macros, advanced debugging, and add-ins, etc. With this book, developers will learn the VS.NET development environment from top to bottom. Software "style" is about finding the perfect balance between overhead and functionality... elegance and maintainability... flexibility and excess. In *Exceptional C++ Style*, legendary C++ guru Herb Sutter presents 40 new programming scenarios designed to analyze not only the what but the why and help you find just the right balance

in your software. Organized around practical problems and solutions, this book offers new insight into crucial C++ details and interrelationships, and new strategies for today's key C++ programming techniques--including generic programming, STL, exception safety, and more. You'll find answers to questions like: What can you learn about library design from the STL itself? How do you avoid making templated code needlessly non-generic? Why shouldn't you specialize function templates? What should you do instead? How does exception safety go beyond try and catch statements? Should you use exception specifications, or

not? When and how should you "leak" the private parts of a class? How do you make classes safer for versioning? What's the real memory cost of using standard containers? How can using const really optimize your code? How does writing inline affect performance? When does code that looks wrong actually compile and run perfectly, and why should you care? What's wrong with the design of `std::string`? *Exceptional C++ Style* will help you design, architect, and code with style--and achieve greater robustness and performance in all your C++ software. Nano- and microparticles including crystals, synthetic biomaterials,

misfolded proteins or environmental particulates are involved in a wide range of biological processes and diseases. They may present as intrinsic or environmental toxins but may also be applied intentionally, e.g. as immune adjuvants, drug carriers or ion exchangers. The discovery that a wide range of nano- and microparticles share the capacity to induce IL-1 β secretion via activation of the NLRP3 inflammasome in dendritic cells and macrophages has led to the hypothesis that nano- and microparticles may contribute in a uniform mechanistic manner to different disease entities. Other molecular

mechanisms triggered by a range nano- and microparticles have also recently been identified including (i) the induction of regulated necrosis; (ii) neutrophil extracellular trap (NET) formation and (iii) foreign body granuloma formation as a mechanism of persistent tissue inflammation and scarring. Research on the biology of nano- and microparticle handling is currently under intense investigation. The cell type-specific responses of nano- and microparticle exposure deserves careful attention as well as the related secondary responses to these particles that lead to tissue remodeling. The immune system is at the

center of these processes in terms of particle clearance, particle-induced cell death and inflammation, thereby limiting particle-related inflammation and orchestrating wound healing responses. In this Research Topic, we welcomed the submission of Original Research, Review and Mini-Review articles that addressed the significance of the immune system in particle-induced cell death, inflammation and immune responses. These findings will help facilitate new approaches to the prevention and management of particle-related diseases. Despite its highly adaptable and flexible nature, C++ is also one of the more complex programming

languages to learn. Once mastered, however, it can help you organize and process information with amazing efficiency and quickness. The C++ Cookbook will make your path to mastery much shorter. This practical, problem-solving guide is ideal if you're an engineer, programmer, or researcher writing an application for one of the legions of platforms on which C++ runs. The algorithms provided in C++ Cookbook will jump-start your development by giving you some basic building blocks that you don't have to develop on your own. Less a tutorial than a problem-solver, the book addresses many of the most common

problems you're likely encounter--whether you've been programming in C++ for years or you're relatively new to the language. Here are just some of the time-consuming tasks this book contains practical solutions for: Reading the contents of a directory Creating a singleton class Date and time parsing/arithmetic String and text manipulation Working with files Parsing XML Using the standard containers Typical of O'Reilly's "Cookbook" series, C++ Cookbook is written in a straightforward format, featuring recipes that contain problem statements and code solutions, and apply not to hypothetical situations, but

those that you're likely to encounter. A detailed explanation then follows each recipe in order to show you how and why the solution works. This question-solution-discussion format is a proven teaching method, as any fan of the "Cookbook" series can attest to. This book will move quickly to the top of your list of essential C++ references. Scientific computing is a collection of tools, techniques and theories required to develop and solve mathematical models in science and engineering on a computer. This timely book provides the various skills and techniques needed in scientific computing. The topics range in

difficulty from elementary to advanced, and all the latest fields in scientific computing are covered such as matrices, numerical analysis, neural networks, genetic algorithms, etc. Presented in the format of problems and detailed solutions, important concepts and techniques are introduced and developed. Many problems include software simulations. Algorithms have detailed implementations in C++ or Java. This book will prove to be invaluable not only to students and research workers in the fields of scientific computing, but also to teachers of this subject who will find this text useful as a supplement. The topics discussed in this book

are part of the e-learning and distance learning courses conducted by the International School of Scientific Computing, South Africa. The presentation of this book is on the comprehensible application of techniques for the approximation of the mathematical problems that are frequently observed in physical sciences, engineering technology and mathematical physics. The acceptance of the technique for the solution has been justified from mathematical point of view. The software required for the approximate solution of the problems applying the appropriate methods, numerically developed is the

set of programs written in C++ (Turbo). The text book is primarily intended for advanced undergraduate and the graduate levels in all branches of mathematical sciences and engineering technology. A variety of computerised solved problems, physical and technical, has been discussed in each chapter so that the students can understand the conceptual text easily. Chapter 7 on differential equations with boundary points is specially focussed because of the fact that a two-point second-order boundary value problem is occurred very often in the field. Besides, ordinary differential equations

Of Any Art Have Been Presented And The Results Are Analysed Elaborately. Some Limited Examples On Partial Differential Equations Have Also Been Treated. Chapter 9 On Laplace Transforms Should Be Cordially Admitted Because An Appreciable Interest Has Been Developing In Recent Times In The Use Of Laplace Transforms For Solving Particular Types Of Differential Equations. C++ Recipes: A Problem-Solution Approach is a handy code cookbook reference guide that cover the latest C++ 14 as well as some of the code templates available in the latest Standard Template Library (STL). In this handy reference, you'll find numbers,

strings, dates, times, classes, exceptions, streams, flows, pointers and more. Also, you'll see various code samples, templates for C++ algorithms, parallel processing, multithreading and numerical processes. These have many applications including game development, big data analytics, financial engineering and analysis, enterprise applications and more. A wealth of STL templates on function objects, adapters, allocators, and extensions are also available. This is a "must have", contemporary reference for your technical library. A complete textbook and reference for engineers to learn the fundamentals of

computer programming with modern C++ Introduction to Programming with C++ for Engineers is an original presentation teaching the fundamentals of computer programming and modern C++ to engineers and engineering students. Professor Cyganek, a highly regarded expert in his field, walks users through basics of data structures and algorithms with the help of a core subset of C++ and the Standard Library, progressing to the object-oriented domain and advanced C++ features, computer arithmetic, memory management and essentials of parallel programming, showing with real world examples how to complete tasks. He also

guides users through the software development process, good programming practices, not shunning from explaining low-level features and the programming tools. Being a textbook, with the summarizing tables and diagrams the book becomes a highly useful reference for C++ programmers at all levels. Introduction to Programming with C++ for Engineers teaches how to program by: Guiding users from simple techniques with modern C++ and the Standard Library, to more advanced object-oriented design methods and language features Providing meaningful examples that facilitate understanding of the

programming techniques and the C++ language constructions Fostering good programming practices which create better professional programmers Minimizing text descriptions, opting instead for comprehensive figures, tables, diagrams, and other explanatory material Granting access to a complementary website that contains example code and useful links to resources that further improve the reader's coding ability Including test and exam question for the reader's review at the end of each chapter Engineering students, students of other sciences who rely on computer programming, and

professionals in various fields will find this book invaluable when learning to program with C++. Knowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive CPP interview questions book that you can ever find out. It contains: 1000 most frequently asked and important C Plus Plus (C++) interview questions and

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Starting Out with C++ : From Control Structures through Objects, Brief Edition, 7e, Gaddis takes a problem-solving approach, inspiring students to understand the logic behind developing quality programs while introducing the C++ programming language. This style of teaching builds programming confidence and enhances each student's development of programming skills. This edition in the Starting Out Series covers the core programming concepts that are introduced in the first semester introductory programming course. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world

examples, and an abundance of exercises appear in every chapter. This book includes the first 15 chapters from the best-selling Starting Out with C++: From Control Structures through Objects, and covers the core programming concepts that are introduced in the first semester introductory programming course.

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learn any programming
 language is to create good
 programs in it. C is not
 exception to this rule. Once you
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 you would find that there are
 always at least two ways to
 write it. So you need to find out
 whether you have chosen the
 best way to implement your
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 language elements from Let Us
 C, write programs for the
 problems given in the exercises
 and then cross check your
 answers with the solutions
 given in this book you would be
 well on your way to become a

skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade.

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This book has three key features : fundamental data structures and algorithms; algorithm analysis in terms of Big-O running time in introduced early and applied thought; python is used to facilitates the success in using and mastering data structures

and algorithms. C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear,

and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the

C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and

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Character Set D Operator
Precedence E Other Operators
F The stringTemplate Class G
The Standard Template Library
Methods and Functions H
Selected Readings and Internet
Resources I Converting to ISO
Standard C++ J Answers to
Chapter Reviews Now in its
second edition, D.S. Malik
brings his proven approach to
C++ programming to the CS2
course. Clearly written with the
student in mind, this text
focuses on Data Structures and
includes advanced topics in
C++ such as Linked Lists and
the Standard Template Library
(STL). The text features
abundant visual diagrams,

examples, and extended
Programming Examples, all of
which serve to illuminate
difficult concepts. Complete
programming code and clear
display of syntax, explanation,
and example are used
throughout the text, and each
chapter concludes with a
robust exercise set. Important
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featuring the Obamas:
&mdashon vacation in Hawaii
&mdashgolfing at Camp David
&mdashon election night
&mdashat the extraordinary
inauguration and Inaugural
Ball &mdashtraveling the
world on foreign affairs trip
&mdashrolling up their sleeves
for a day of service plus much
more! Highlighting Barack's
uniquely professional, yet
down-to-earth wardrobe that
reflects his popular persona
and Michelle's outstanding
taste in fashion, this book is a
must for anyone wanting that

special "yes we can" kind of day, every day. This compact book presents a clear and thorough introduction to the object-oriented paradigm using the C++ language. It introduces the readers to various C++ features that support object-oriented programming (OOP) concepts. In an easy-to-comprehend format, the text teaches how to start and compile a C++ program and discusses the use of C++ in OOP. The book covers the full range of object-oriented topics, from the fundamental features through classes, inheritance, polymorphism, template, exception handling and standard template library. KEY

FEATURES • Includes several pictorial descriptions of the concepts to facilitate better understanding. • Offers numerous class-tested programs and examples to show the practical application of theory. • Provides a summary at the end of each chapter to help students in revising all key facts. The book is designed for use as a text by undergraduate students of engineering, undergraduate and postgraduate students of computer applications, and postgraduate students of management. "Solutions and examples for C++ programmers"--Cover. NOTE: You are purchasing a standalone product;

MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133377474 /ISBN-13: 9780133377477 . That package includes ISBN-10: 0133252817 /ISBN-13: 9780133252811 and ISBN-10: 013337968X /ISBN-13: 9780133379686 . MyProgrammingLab should only be purchased when required by an instructor . For undergraduate students in Computer Science and Computer Programming courses or beginning programmers A solid foundation in the basics of C++ programming will allow

readers to create efficient, elegant code ready for any production environment. Learning basic logic and fundamental programming techniques is essential for new programmers to succeed. A distinctive fundamentals-first approach and clear, concise writing style characterize *Introduction to Programming with C++*, 3/e. Basic programming concepts are introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in

brief segments, with many figures and tables. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. About the Book :
- Best way to learn any programming language is to create good programs in it. C++ is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to

implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in *Let Us C++* second Edition. If you learn the language elements from *Let Us C++*, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C++ programmer. I am sure you would appreciate this learning path like the lacs of students and professionals have in the past decade. Contents : - Introduction
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Bestselling Programming
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Completely Rewritten for the
New C++11 Standard Fully
updated and recast for the
newly released C++11
standard, this authoritative and
comprehensive introduction to
C++ will help you to learn the
language fast, and to use it in
modern, highly effective ways.
Highlighting today's best
practices, the authors show
how to use both the core
language and its standard
library to write efficient,

readable, and powerful code.
C++ Primer, Fifth Edition,
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library from the outset,
drawing on its common
functions and facilities to help
you write useful programs
without first having to master
every language detail. The
book's many examples have
been revised to use the new
language features and
demonstrate how to make the
best use of them. This book is a
proven tutorial for those new to
C++, an authoritative
discussion of core C++
concepts and techniques, and a
valuable resource for
experienced programmers,
especially those eager to see
C++11 enhancements

illuminated. Start Fast and
Achieve More Learn how to use
the new C++11 language
features and the standard
library to build robust
programs quickly, and get
comfortable with high-level
programming Learn through
examples that illuminate
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works as it does Use the
extensive crossreferences to
help you connect related
concepts and insights Benefit
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and exercises that emphasize
key points, help you to avoid
pitfalls, promote good
practices, and reinforce what

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Key FeaturesDesign scalable large-scale applications with

the C++ programming languageArchitect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD)Achieve architectural goals by leveraging design patterns, language features, and useful tools

Book Description Software architecture refers to the high-level design of complex applications. It is evolving just like the languages we use, but there are architectural concepts and patterns that you can learn to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're working with modern C++, this

practical guide will help you put your knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with architectural concepts, including established patterns and rising trends, then move on to understanding what software architecture actually is and start exploring its components. Next, you'll discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as

maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how to apply them in application development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will learn Understand how to apply the principles of software architecture Apply design patterns and best practices to meet your architectural goals Write

elegant, safe, and performant code using the latest C++ features Build applications that are easy to maintain and deploy Explore the different architectural approaches and learn to apply them as per your requirement Simplify development and operations using application containers Discover various techniques to solve common problems in software design and development Who this book is for This software architecture C++ programming book is for experienced C++ developers looking to become software architects or develop enterprise-grade applications. Developers acquire a thorough

understanding of ANSI/ISO C++ by working through examples. Vandevoorde solves a broad subset of illustrative and realistic exercises to facilitate this process. He also includes hints to help programmers find their own solutions, and additional exercises to provide deeper insights into modern software design. Highlights In-depth coverage of C++ language concepts, syntax, and features for each chapter Numerous detailed examples that build intuition about performance issues Adherence to the final ANSI/ISO C++ specifications Sample code and programs available on-line 0201309653B04062001 Big

C++: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. The second half covers algorithms and data structures at a level suitable for beginning students. Horstmann and Budd combine their professional and academic experience to guide the student from the basics to

more advanced topics and contemporary applications such as GUIs and XML programming. More than a reference, Big C++ provides well-developed exercises, examples, and case studies that engage students in the details of useful C++ applications. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond

simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and

interactive functionality available through select vendors and may require LMS integration approval for SCORECenter. If you know a little bit about financial mathematics but don't yet know a lot about programming, then C++ for Financial Mathematics is for you. C++ is an essential skill for many jobs in quantitative finance, but learning it can be a daunting prospect. This book gathers together everything you need to know to price derivatives in C++ without unnecessary complexities or technicalities. It leads the reader step-by-step from programming novice to writing a sophisticated and flexible financial mathematics

library. At every step, each new idea is motivated and illustrated with concrete financial examples. As employers understand, there is more to programming than knowing a computer language. As well as covering the core language features of C++, this book teaches the skills needed to write truly high quality software. These include topics such as unit tests, debugging, design patterns and data structures. The book teaches everything you need to know to solve realistic financial problems in C++. It can be used for self-study or as a textbook for an advanced undergraduate or master's level course. More Exceptional

C++ continues where Herb Sutter's best-selling Exceptional C++ left off, delivering 40 puzzles that illuminate the most challenging -- and most powerful -- aspects of C++. More Exceptional C++ offers many new puzzles focused on generic programming and the C++ Standard Template Library, including important techniques such as traits and predicates, as well as key considerations in using standard containers and algorithms -- many of them never covered elsewhere. More Exceptional C++ contains a detailed new section (and two appendices) on optimization in single- and multithreaded environments. It also provides

important new insights on crucial topics first introduced in Exceptional C++, including exception safety, generic programming, and memory management. For all C++ programmers. "The puzzles and problems in Exceptional C++ not only entertain, they will help you hone your skills to become the sharpest C++ programmer you can be. - Many of these problems are culled from the famous Guru of the Week feature of the Internet newsgroup comp.lang.c++, moderated, expanded and updated to conform to the official ISO/ANSI C++ Standard."--BOOK JACKET. - "Try your skills against the C++ masters

and come away with the insight and experience to create more efficient, effective, robust, and portable C++ code."--Jacket. This easy-to-read textbook/reference presents an essential guide to object-oriented C++ programming for scientific computing. With a practical focus on learning by example, the theory is supported by numerous exercises. Features: provides a specific focus on the application of C++ to scientific computing, including parallel computing using MPI; stresses the importance of a clear programming style to minimize the introduction of errors into code; presents a practical introduction to procedural

programming in C++, covering variables, flow of control, input and output, pointers, functions, and reference variables; exhibits the efficacy of classes, highlighting the main features of object-orientation; examines more advanced C++ features, such as templates and exceptions; supplies useful tips and examples throughout the text, together with chapter-ending exercises, and code available to download from Springer. Heritage under Pressure examines the relationship between the political perspective of the UK government on 'soft power' and the globalising effect of projects carried out by archaeologists and heritage

professionals working in the historic environment. It exemplifies the nature of professional engagement and the role of the profession in working towards a theory of practice based on the integrity of data, the recovery and communication of information, and the application of data in real world situations. Individual papers raise complex and challenging issues, such as commemoration, identity, and political intervention. A further aim of the volume is to illustrate the role of professionals adhering to standards forged in the UK, in the context of world heritage under pressure. Papers also contribute to the emerging

agenda developing as a result of the re-orientation of the UK following the Brexit vote, at once emphasising the global aspiration of the UK's professional archaeological body - the Chartered Institute for Archaeologists - in relation to the global reach of UK academic practice. By implication the volume also addresses the relationship between professional practice and academic endeavour. The volume as a whole contributes to the emerging debate on the authorised heritage discourse and provides an agenda for the future of the profession. This edition of *Data Abstraction and Problem Solving with Java: Walls and Mirrors* employs the

analogies of *Walls* (data abstraction) and *Mirrors* (recursion) to teach Java programming design solutions, in a way that beginning students find accessible. The book has a student-friendly pedagogical approach that carefully accounts for the strengths and weaknesses of the Java language. With this book, students will gain a solid foundation in data abstraction, object-oriented programming, and other problem-solving techniques. The full text downloaded to your computer. With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are

downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. An introduction to programming by the inventor of C++, Programming prepares students for programming in the real world. This book assumes that they aim eventually to write non-trivial programs, whether for work in software development or in

some other technical field. It explains fundamental concepts and techniques in greater depth than traditional introductions. This approach gives students a solid foundation for writing useful, correct, maintainable, and efficient code. This book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. It presents modern C++ programming techniques from the start, introducing the C++ standard library to simplify programming tasks.

This authoritative volume presents a comprehensive guide to the evaluation and design of networked systems with improved disaster resilience. The text offers enlightening perspectives on issues relating to all major failure scenarios, including natural disasters, disruptions caused by adverse weather conditions, massive technology-related failures, and malicious human activities. Topics and features: describes methods and models for the analysis and evaluation of disaster-resilient communication networks; examines techniques for the design and enhancement of disaster-resilient systems; provides a range of schemes

and algorithms for resilient systems; reviews various advanced topics relating to resilient communication systems; presents insights from an international selection of more than 100 expert researchers working across the academic, industrial, and governmental sectors. This practically-focused monograph, providing invaluable support on topics of resilient networking equipment and software, is an essential reference for network professionals including network and networked systems operators, networking equipment vendors, providers of essential services, and regulators. The work can also serve as a supplementary

textbook for graduate and PhD courses on networked systems resilience.

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