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Digitising the Industry - Internet of Things Connecting the Physical, Digital and Virtual Worlds - Peter Friess 2016-07-07

This book provides an overview of the current Internet of Things (IoT) landscape, ranging from the research, innovation and development priorities to enabling technologies in a global context. A successful deployment of IoT technologies requires integration on all layers, be it cognitive and semantic aspects, middleware components, services, edge devices/machines and infrastructures. It is intended to be a standalone book in a series that covers the Internet of Things activities of the IERC - Internet of Things European Research Cluster from research to technological innovation, validation and deployment. The book builds on the ideas put forward by the European Research Cluster and the IoT European Platform Initiative (IoT-EPI) and presents global views and state of the art results on the challenges facing the research, innovation, development and deployment of IoT in the next years. The IoT is bridging the physical world with virtual world and requires sound information processing capabilities for the "digital shadows" of these real things. The research and innovation in nanoelectronics, semiconductor, sensors/actuators, communication, analytics technologies, cyber-physical systems, software, swarm intelligent and deep learning systems are essential for the successful deployment of IoT applications. The emergence of IoT platforms with multiple functionalities enables rapid development and lower costs by offering standardised components that can be shared across multiple solutions in many industry verticals. The IoT applications will gradually move from vertical, single purpose solutions to multi-purpose and collaborative applications interacting across industry verticals, organisations and people, being one of the essential paradigms of the digital economy. Many of those applications still have to be identified and involvement of end-users including the creative sector in this innovation is crucial. The IoT applications and deployments as integrated building blocks of the new digital economy are part of the accompanying IoT policy framework to address issues of horizontal nature and common interest (i.e. privacy, end-to-end security, user acceptance, societal, ethical aspects and legal issues) for providing trusted IoT solutions in a coordinated and consolidated manner across the IoT activities and pilots. In this, context IoT ecosystems offer solutions beyond a platform and solve important technical challenges in the different verticals and across verticals. These IoT technology ecosystems are instrumental for the deployment of large pilots and can easily be connected to or build upon the core IoT solutions for different applications in order to expand the system of use and allow new and even unanticipated IoT end uses. Technical topics discussed in the book include: Introduction Digitising industry and IoT as key enabler in the new era of Digital Economy IoT Strategic Research and Innovation Agenda IoT in the digital industrial context: Digital Single Market Integration of heterogeneous systems and bridging the virtual, digital and physical worlds Federated IoT platforms and interoperability Evolution from intelligent devices to connected systems of systems by adding new layers of cognitive behaviour, artificial intelligence and user interfaces. Innovation through IoT ecosystems Trust-based IoT end-to-end security, privacy framework User acceptance, societal, ethical aspects and legal issues Internet of Things Applications

Introduction to E-commerce - Zheng Qin 2010-06-30

Introduction to E-commerce discusses the foundations and key aspects of E-commerce while focusing on the latest developments in the E-commerce industry. Practical case studies offer a useful reference for dealing with various issues in E-commerce such as latest applications, management techniques, or psychological methods. Dr. Zheng Qin is currently Director of the E-Commerce Institute of Xi'an Jiaotong University.

The Smashing Book #4 - 2013

Technical Digest - 1999

Ruby on Rails Tutorial - Michael Hartl 2016-11-17

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku *Learning JavaScript Design Patterns* - Addy Osmani 2012-07-08 With *Learning JavaScript Design Patterns*, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

The Elements of Computing Systems - Noam Nisan 2008

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.

Industrial System Engineering for Drones - Neeraj Kumar Singh 2019-07-15

Explore a complex mechanical system where electronics and mechanical engineers work together as a cross-functional team. Using a working example, this book is a practical "how to" guide to designing a drone system. As system design becomes more and more complicated, systematic, and organized, there is an increasingly large gap in how system design happens in the industry versus what is taught in academia. While the system design basics and fundamentals mostly remain the same, the process, flow, considerations, and tools applied in industry are far different than that in academia. Designing Drone Systems takes you through the entire flow from system conception to design to production, bridging the knowledge gap between academia and the industry as you build your own drone systems. What You'll Learn Gain a high level understanding of drone systems Design a drone systems and elaborating the various aspects and considerations of design Review the principles of the industrial system design process/flow, and the guidelines for drone systems Look at the challenges, limitations, best practices, and patterns of system design Who This Book Is For Primarily for beginning or aspiring system design experts, recent graduates, and system design engineers. Teachers, trainers, and system design mentors can also benefit from this content.

Fundamentals of Software Architecture - Mark Richards 2020-01-28

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Computer Networking: A Top-Down Approach Featuring the Internet, 3/e - James F. Kurose 2005

Digital Accounting - Ashutosh Deshmukh 2006-01-01

This volume provides a foundation in digital accounting by covering such fundamental topics as accounting software, XBRL (eXtensible Business Reporting Language), and EDI. The effects of the Internet and ERP on accounting are classified and presented for each accounting cycle, along with a comprehensive discussion of online controls.

Rules of Play - Katie Salen Tekinbas 2003-09-25

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

802.11ac: A Survival Guide - Matthew S. Gast 2013-07-23

The next frontier for wireless LANs is 802.11ac, a standard that increases throughput beyond one gigabit per second. This concise guide provides in-depth information to help you plan for 802.11ac, with technical details on design, network operations, deployment, and monitoring. Author Matthew Gast—an industry expert who led the development of 802.11-2012 and security task groups at the Wi-Fi Alliance—explains how 802.11ac will not only increase the speed of your network, but its capacity as well. Whether you need to serve more clients with your current level of throughput, or serve your existing client load with higher throughput, 802.11ac is the solution. This book gets you started. Understand how the 802.11ac protocol works to improve the speed and capacity of a wireless LAN Explore how beamforming increases speed capacity by improving link margin, and lays the foundation for multi-user MIMO Learn how multi-user MIMO increases capacity by enabling an AP to send data to multiple clients simultaneously Plan when and how to upgrade your network to 802.11ac by evaluating client devices, applications, and network connections

About Face - Alan Cooper 2014-09-02

The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

Logistics 4.0 - Turan Paksoy 2020-12-18

Industrial revolutions have impacted both, manufacturing and service. From the steam engine to digital automated production, the industrial revolutions have conducted significant changes in operations and supply chain management (SCM) processes. Swift changes in manufacturing and service systems have led to phenomenal improvements in productivity. The fast-paced environment brings new challenges and opportunities for the companies that are associated with the adaptation to the new concepts such as Internet of Things (IoT) and Cyber Physical Systems, artificial intelligence (AI), robotics, cyber security, data analytics, block chain and cloud technology. These emerging technologies facilitated and expedited the birth of Logistics 4.0. Industrial Revolution 4.0 initiatives in SCM has attracted stakeholders' attentions due to its ability to empower using a set of technologies together that helps to execute more efficient production and distribution systems. This initiative has been called Logistics 4.0 of the fourth Industrial Revolution in SCM due to its high potential. Connecting entities, machines, physical items and enterprise resources to each other by using sensors, devices and the internet along the supply chains are the main attributes of Logistics 4.0. IoT enables customers to make more suitable and valuable decisions due to the data-driven structure of the Industry 4.0 paradigm. Besides that, the system's ability of gathering and analyzing information about the environment at any given time and adapting itself to the rapid changes add significant value to the SCM processes. In this peer-reviewed book, experts from all over the world, in the field present a conceptual framework for Logistics 4.0 and provide examples for usage of Industry 4.0 tools in SCM. This book is a work that will be beneficial for both practitioners and students and academicians, as it covers the theoretical framework, on the one hand, and includes examples of practice and real world.

Controlling Design Variants - Anna Ericsson 1999

"Introduces the concept of modular design within the product platform approach, intended to increase company efficiency while reducing costs and time to market. Companies can achieve significant advantages by

separating parts that should vary to satisfy customer needs from parts that should be kept as common units. The terminology and a five-step method for creating modular product platforms are developed."--Back cover.

Organization Theory and Design - Jonathan Murphy 2014

Organizing involves continuous challenges in the face of uncertainty and change. How is globalization impacting organizations? How will new strategies for a turbulent world affect organizational design? In this second edition of *Organization Theory and Design*, developed for students in the UK, Europe, the Middle East and Africa, respected academics Jonathan Murphy and Hugh Willmott continue to add an international perspective to Richard L. Daft's landmark text. Together they tackle these questions in a comprehensive, clear and accessible study of the subject.

Computer Aided Design and Manufacturing - Zhuming Bi 2020-02-04

Broad coverage of digital product creation, from design to manufacture and process optimization. This book addresses the need to provide up-to-date coverage of current CAD/CAM usage and implementation. It covers, in one source, the entire design-to-manufacture process, reflecting the industry trend to further integrate CAD and CAM into a single, unified process. It also updates the computer aided design theory and methods in modern manufacturing systems and examines the most advanced computer-aided tools used in digital manufacturing. *Computer Aided Design and Manufacturing* consists of three parts. The first part on Computer Aided Design (CAD) offers the chapters on Geometric Modelling; Knowledge Based Engineering; Platforming Technology; Reverse Engineering; and Motion Simulation. The second part on Computer Aided Manufacturing (CAM) covers Group Technology and Cellular Manufacturing; Computer Aided Fixture Design; Computer Aided Manufacturing; Simulation of Manufacturing Processes; and Computer Aided Design of Tools, Dies and Molds (TDM). The final part includes the chapters on Digital Manufacturing; Additive Manufacturing; and Design for Sustainability. The book is also featured for being uniquely structured to classify and align engineering disciplines and computer aided technologies from the perspective of the design needs in whole product life cycles, utilizing a comprehensive Solidworks package (add-ins, toolbox, and library) to showcase the most critical functionalities of modern computer aided tools, and presenting real-world design projects and case studies so that readers can gain CAD and CAM problem-solving skills upon the CAD/CAM theory. *Computer Aided Design and Manufacturing* is an ideal textbook for undergraduate and graduate students in mechanical engineering, manufacturing engineering, and industrial engineering. It can also be used as a technical reference for researchers and engineers in mechanical and manufacturing engineering or computer-aided technologies.

The Book of R - Tilman M. Davies 2016-07-16

The *Book of R* is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like *ggplot2* and *ggvis*, as well as interactive 3D visualizations using the *rgl* package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make *The Book of R* your doorway into the growing world of data analysis.

Enabling Manufacturing Competitiveness and Economic Sustainability - Hoda A. ElMaraghy 2011-09-29

The changing manufacturing environment requires more responsive and adaptable manufacturing systems. The theme of the 4th International Conference on Changeable, Agile, Reconfigurable and Virtual production (CARV2011) is "Enabling Manufacturing Competitiveness and Economic

Sustainability". Leading edge research and best implementation practices and experiences, which address these important issues and challenges, are presented. The proceedings include advances in manufacturing systems design, planning, evaluation, control and evolving paradigms such as mass customization, personalization, changeability, re-configurability and flexibility. New and important concepts such as the dynamic product families and platforms, co-evolution of products and systems, and methods for enhancing manufacturing systems' economic sustainability and prolonging their life to produce more than one product generation are treated. Enablers of change in manufacturing systems, production volume and capability scalability and managing the volatility of markets, competition among global enterprises and the increasing complexity of products, manufacturing systems and management strategies are discussed. Industry challenges and future directions for research and development needed to help both practitioners and academicians are presented.

System Design, Modeling, and Simulation - Claudius Ptolemaeus 2013-09-27

This book is a definitive introduction to models of computation for the design of complex, heterogeneous systems. It has a particular focus on cyber-physical systems, which integrate computing, networking, and physical dynamics. The book captures more than twenty years of experience in the Ptolemy Project at UC Berkeley, which pioneered many design, modeling, and simulation techniques that are now in widespread use. All of the methods covered in the book are realized in the open source Ptolemy II modeling framework and are available for experimentation through links provided in the book. The book is suitable for engineers, scientists, researchers, and managers who wish to understand the rich possibilities offered by modern modeling techniques. The goal of the book is to equip the reader with a breadth of experience that will help in understanding the role that such techniques can play in design.

Automotive Embedded Systems Handbook - Nicolas Navet 2017-12-19

A Clear Outline of Current Methods for Designing and Implementing Automotive Systems Highlighting requirements, technologies, and business models, the *Automotive Embedded Systems Handbook* provides a comprehensive overview of existing and future automotive electronic systems. It presents state-of-the-art methodological and technical solutions in the areas of in-vehicle architectures, multipartner development processes, software engineering methods, embedded communications, and safety and dependability assessment. Divided into four parts, the book begins with an introduction to the design constraints of automotive-embedded systems. It also examines AUTOSAR as the emerging de facto standard and looks at how key technologies, such as sensors and wireless networks, will facilitate the conception of partially and fully autonomous vehicles. The next section focuses on networks and protocols, including CAN, LIN, FlexRay, and TTCAN. The third part explores the design processes of electronic embedded systems, along with new design methodologies, such as the virtual platform. The final section presents validation and verification techniques relating to safety issues. Providing domain-specific solutions to various technical challenges, this handbook serves as a reliable, complete, and well-documented source of information on automotive embedded systems.

The IoT Architect's Guide to Attainable Security and Privacy - Damilare D. Fagbemi 2019-10-08

This book describes how to architect and design Internet of Things (IoT) solutions that provide end-to-end security and privacy at scale. It is unique in its detailed coverage of threat analysis, protocol analysis, secure design principles, intelligent IoT's impact on privacy, and the effect of usability on security. The book also unveils the impact of digital currency and the dark web on the IoT-security economy. It's both informative and entertaining. "Filled with practical and relevant examples based on years of experience ... with lively discussions and storytelling related to IoT security design flaws and architectural issues."— Dr. James F. Ransome, Senior Director of Security Development Lifecycle (SOL) Engineering, Intel "There is an absolute treasure trove of information within this book that will benefit anyone, not just the engineering community. This book has earned a permanent spot on my office bookshelf."— Erv Comer, Fellow of Engineering, Office of Chief Architect Zebra Technologies "The importance of this work goes well beyond the engineer and architect. The *IoT Architect's Guide to Attainable Security & Privacy* is a crucial resource for every executive who delivers connected products to the market or uses connected products to run their business."— Kurt Lee, VP Sales and Strategic

Alliances at PWNIE Express "If we collectively fail to follow the advice described here regarding IoT security and Privacy, we will continue to add to our mounting pile of exploitable computing devices. The attackers are having a field day. Read this book, now."— Brook S.E. Schoenfield, Director of Advisory Services at IOActive, previously Master Security Architect at McAfee, and author of Securing Systems

The Art of Software Testing - Glenford J. Myers 2004-07-22

This long-awaited revision of a bestseller provides a practical discussion of the nature and aims of software testing. You'll find the latest methodologies for the design of effective test cases, including information on psychological and economic principles, managerial aspects, test tools, high-order testing, code inspections, and debugging. Accessible, comprehensive, and always practical, this edition provides the key information you need to test successfully, whether a novice or a working programmer. Buy your copy today and end up with fewer bugs tomorrow.

Control and Signal Processing Applications for Mobile and Aerial Robotic Systems - Sergiyenko, Oleg 2019-10-25

As technology continues to develop, certain innovations are beginning to cover a wide range of applications, specifically mobile robotic systems. The boundaries between the various automation methods and their implementations are not strictly defined, with overlaps occurring. Specificity is required regarding the research and development of android systems and how they pertain to modern science. Control and Signal Processing Applications for Mobile and Aerial Robotic Systems is a pivotal reference source that provides vital research on the current state of control and signal processing of portable robotic designs. While highlighting topics such as digital systems, control theory, and mathematical methods, this publication explores original inquiry contributions and the instrumentation of mechanical systems in the industrial and scientific fields. This book is ideally designed for technicians, engineers, industry specialists, researchers, academicians, and students seeking current research on today's execution of mobile robotic schemes.

Agile Product Management with Scrum - Roman Pichler 2010-03-11

The First Guide to Scrum-Based Agile Product Management In Agile Product Management with Scrum, leading Scrum consultant Roman Pichler uses real-world examples to demonstrate how product owners can create successful products with Scrum. He describes a broad range of agile product management practices, including making agile product discovery work, taking advantage of emergent requirements, creating the minimal marketable product, leveraging early customer feedback, and working closely with the development team. Benefitting from Pichler's extensive experience, you'll learn how Scrum product ownership differs from traditional product management and how to avoid and overcome the common challenges that Scrum product owners face. Coverage includes Understanding the product owner's role: what product owners do, how they do it, and the surprising implications Envisioning the product: creating a compelling product vision to galvanize and guide the team and stakeholders Grooming the product backlog: managing the product backlog effectively even for the most complex products Planning the release: bringing clarity to scheduling, budgeting, and functionality decisions Collaborating in sprint meetings: understanding the product owner's role in sprint meetings, including the dos and don'ts Transitioning into product ownership: succeeding as a product owner and establishing the role in the enterprise This book is an indispensable resource for anyone who works as a product owner, or expects to do so, as well as executives and coaches interested in establishing agile product management.

The Principles of Beautiful Web Design - Jason Beard 2010-11-28

This second edition of The Principles of Beautiful Web Design is the ideal book for people who can build websites, but are seeking the skills and knowledge to visually enhance their sites. This book will teach you how to: Understand the process of what makes "good design," from discovery through to implementation Use color effectively, develop color schemes, and create a palette Create pleasing layouts using grids, the rule of thirds, and symmetry Employ textures: lines, points, shapes, volumes, and depth Apply typography to make ordinary designs look great Choose, edit, and position effective imagery And lots more... This revised, easy-to-follow guide is illustrated with beautiful, full-color examples, and leads readers through the process of creating great designs from start to finish. It also features: Updated information about grid-based design How to design for mobile resolutions Information about the future of web fonts including @font-face Common user-interface patterns and resources

The Psychology of Everyday Things - Donald A. Norman 1990-05-01

The Algorithm Design Manual - Steven S Skiena 2009-04-05

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Product Design and Development - Karl T. Ulrich 2003

Treating such contemporary design and development issues as identifying customer needs, design for manufacturing, prototyping, and industrial design, Product Design and Development, 3/e, by Ulrich and Eppinger presents in a clear and detailed way a set of product development techniques aimed at bringing together the marketing, design, and manufacturing functions of the enterprise. The integrative methods in the book facilitate problem solving and decision making among people with different disciplinary perspectives, reflecting the current industry trend to perform product design and development in cross-functional teams.

Human-System Integration in the System Development Process - National Research Council 2007-06-15

In April 1991 BusinessWeek ran a cover story entitled, "Can't Work This #@!@ Thing," about the difficulties many people have with consumer products, such as cell phones and VCRs. More than 15 years later, the situation is much the same—but at a very different level of scale. The disconnect between people and technology has had society-wide consequences in the large-scale system accidents from major human error, such as those at Three Mile Island and in Chernobyl. To prevent both the individually annoying and nationally significant consequences, human capabilities and needs must be considered early and throughout system design and development. One challenge for such consideration has been providing the background and data needed for the seamless integration of humans into the design process from various perspectives: human factors engineering, manpower, personnel, training, safety and health, and, in the military, habitability and survivability. This collection of development activities has come to be called human-system integration (HSI). Human-System Integration in the System Development Process reviews in detail more than 20 categories of HSI methods to provide invaluable guidance and information for system designers and developers.

Supply Chain Management - Sunil Chopra 2010

'Supply Chain Management' illustrates the key drivers of good supply chain management in order to help students understand what creates a competitive advantage. It also provides strong coverage of analytic skills so that students can gauge the effectiveness of the techniques described.

Introduction to Embedded Systems, Second Edition - Edward Ashford Lee 2016-12-30

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with

