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KEY=MANUAL - WEAVER ELIEZER

Real and Complex Singularities

American Mathematical Soc. *This volume is a collection of papers presented at the XIII International Workshop on Real and Complex Singularities, held from July 27–August 8, 2014, in São Carlos, Brazil, in honor of María del Carmen Romero Fuster's 60th birthday. The volume contains the notes from two mini-courses taught during the workshop: on intersection homology by J.-P. Brasselet, and on non-isolated hypersurface singularities and Lê cycles by D. Massey. The remaining contributions are research articles which cover topics from the foundations of singularity theory (including classification theory and invariants) to topology of singular spaces (links of singularities and semi-algebraic sets), as well as applications to topology (cobordism and Lefschetz fibrations), dynamical systems (Morse-Bott functions) and differential geometry (affine geometry, Gauss-maps, caustics, frontals and non-Euclidean geometries). This book is published in cooperation with Real Sociedad Matemática Española (RSME)*

Acts of Transgression

Contemporary Live Art in South Africa

Wits University Press *Fifteen writers explore the experimental, interdisciplinary and radically transgressive field of contemporary live art in South Africa, focusing on a wide range of perspectives, personalities and theoretical concerns. Contemporary South African society is chronologically 'post' apartheid, but it continues to grapple with material redress, land redistribution and systemic racism. Acts of Transgression represents the complexity of this moment in the rich potential of a performative art form that transcends disciplinary boundaries and aesthetic conventions. The contributors, who are all significantly involved in the discipline of performance art, probe its intersection with crisis and socio-political turbulence, shifting notions of identity and belonging, embodied trauma and loss. Narratives of the past and visions for the future are interrogated through memory and the archive, thus destabilising entrenched colonial systems. Collectively analysing the work of more than 25 contemporary South African artists, including Athi-Patra Ruga, Mohau Modisakeng, Steven Cohen, Dean Hutton, Mikhael Subotzsky, Tracey Rose and Donna Kukama, among others, the analysis is accompanied by a visual record of more than 50 photographs. For those working in the fields of theatre, performance studies and art, this is a must-have collection of critical essays on a burgeoning and exciting field of contemporary South African research.*

The Complete Guide to Figure Drawing for Comics and Graphic Novels

Suitable for all abilities, from complete beginners to experienced artists. Covers all essential elements of making sequential art, including concept and composition, characters and backgrounds, expressions, emotion, atmosphere and action. This book gives

Designing and Evaluating Usable Technology in Industrial Research

Three Case Studies

Morgan & Claypool Publishers *This book is about HCI research in an industrial research setting. It is based on the experiences of two researchers at the IBM T. J. Watson Research Center. Over the last two decades, Drs. John and Clare-Marie Karat have conducted HCI research to create innovative usable technology for users across a variety of domains. We begin the book by introducing the reader to the context of industrial research as well as a set of common themes or guidelines to consider in conducting HCI research in practice. Then case study examples of HCI approaches to the design and evaluation of usable solutions for people are presented and discussed in three domain areas: - item Conversational speech technologies, - item Personalization in eCommerce, and - item Security and privacy policy management technologies In each of the case studies, the authors illustrate and discuss examples of HCI approaches to design and evaluation that worked well and those that did not. They discuss what was learned over time about different HCI methods in practice, and changes that were made to the HCI tools used over time. The Karats discuss trade-offs and issues related to time, resources, and money and the value derived from different HCI methods in practice. These decisions are ones that need to be made regularly in the industrial sector. Similarities and differences with the types of decisions made in this regard in academia will be discussed. The authors then use the context of the three case studies in the three research domains to draw insights and conclusions about the themes that were introduced in the beginning of the book. The Karats conclude with their perspective about the future of HCI industrial research. Table of Contents: Introduction: Themes and Structure of the Book / Case Study 1: Conversational Speech Technologies: Automatic Speech Recognition (ASR) / Case Study 2: Personalization in eCommerce / Case Study 3: Security and Privacy Policy Management Technologies / Insights and Conclusions / The Future of Industrial HCI Research*

Design and Make Your Own Contemporary Sampler Quilt

Courier Corporation *How to combine traditional patterns into pre-planned layout to create handsome, one-of-a-kind quilts. 100 block plans.*

Design and Prototyping for Drupal

"O'Reilly Media, Inc." *Itching to build interesting projects with Drupal, but confused by the way it handles design challenges? This concise guide helps small teams and solo website designers understand how Drupal works by demonstrating the ways it outputs content. You'll learn how to manage Drupal's output, design around it, and then turn your design into a theme. In the second of three volumes on Drupal design, award-winning designer Dani Nordin takes you beyond basic site planning and teaches you key strategies for working with themes, layouts, and wireframes. Discover how to use Drupal to make your vision a reality, instead of getting distracted by the system's project and code management details. Learn strategies for sketching, wireframing, and designing effective layouts Break down a Drupal layout to understand its basic components Understand Drupal's theme layer, and what to look for in a base theme Work with the 960 grid system to facilitate efficient wireframing and theming Manage Drupal markup, including the code generated by the powerful Views module Use LessCSS to organize CSS and help you theme your site more efficiently*

Designing Forms for SharePoint and InfoPath Using InfoPath Designer 2010

Addison-Wesley Professional *Provides information on ways to use InfoPath and SharePoint to build business forms, covering such topics as Forms Services, data retrieval and submission, customization, publishing, coding, and workflow.*

Designer's Guide to MAC OS X Tiger

*You held off on moving to Mac OS X until your bread-and-butter applications made the jump, and now you're thinking of moving up to Tiger. This book is especially geared toward designers who've become comfortable working under Mac OS X and are ready now to make the Tiger transition. Designer and prepress pro Jeff Gamet focuses on the Mac OS X Tiger features that matter most to illustrators, designers, and other graphic professionals. He explains not only how things work in Mac OS X Tiger, but how Tiger enables users to work efficiently and effectively. In chapters devoted to fonts, printing, PDF, color management, networking, the Mac's built-in design tools, and much more, readers will learn how to: * Solve the nitty-gritty issues designers confront daily * Improve production workflow and avoid common problems * Optimize, maintain, and secure your network, whether you work in a complex office environment or a small graphics studio*

Demystifying the Microchip PIC Microcontroller for Engineering Students

Lulu Press, Inc *If you're an engineering student or electronics hobbyist who wants to know the secrets of building microcontroller-based electronics projects, and programming the Microchip PIC16F877A in assembly, then you're about to discover how to design easily your next embedded systems project right now following the KISS principle! This new Ebook by Dr Charly Bechara will teach you through simple real-world experiments how to interface the largest number of HW peripherals found in many mechatronics projects such as the LCD, keypad, temperature/optical/infrared sensors, DC motor, EEPROM, etc... Furthermore, you will learn how to let the PIC16F877A communicate through several protocols such as USART, SPI, I2C and Infrared. These experiments will demystify ALL the internal resources of the PIC16F877A such as the Timers, A/D converter, CCP, MSSP, USART, and much more. ALL the assembly software routines in this ebook are ready to be used in your next microcontroller-based electronics project and are given to you for FREE.*

Designing Early Literacy Programs

Differentiated Instruction in Preschool and Kindergarten

Guilford Publications "This acclaimed teacher resource and course text describes proven ways to accelerate the language and literacy development of young children, including those at risk for reading difficulties. The authors draw on extensive research and classroom experience to present a complete framework for differentiated instruction and early intervention. Strategies for creating literacy-rich classrooms, conducting effective assessments, and implementing targeted learning activities are illustrated with vivid examples and vignettes. Helpful reproducible assessment tools are provided. Purchasers also get access to a Web page where they can download and print the reproducible materials in a convenient 8 1/2" x 11" size. Subject Areas/Keywords: assessments, at-risk students, beginning readers, CCSS, classroom environments, classrooms, Common Core State Standards, differentiated instruction, early childhood reading, early literacy, ELA, emergent, English language arts, foundational skills, interventions, kindergarten, language, literacy development, preschool, prevention, programs, reading difficulties, response to intervention, RTI, struggling, teaching, writing Audience: Preschool and kindergarten teachers; reading specialists; school and child care administrators; instructors and students in early childhood education and early literacy"--

Design for a Vulnerable Planet

University of Texas Press We inhabit a vulnerable planet. The devastation caused by natural disasters such as the southern Asian tsunami, Hurricanes Katrina and Ike, and the earthquakes in China's Sichuan province, Haiti, and Chile—as well as the ongoing depletion and degradation of the world's natural resources caused by a burgeoning human population—have made it clear that "business as usual" is no longer sustainable. We need to find ways to improve how we live on this planet while minimizing our impact on it. Design for a Vulnerable Planet sounds a call for designers and planners to go beyond traditional concepts of sustainability toward innovative new design that fosters regeneration and resilience. Drawing on his own and others' experiences across three continents, Frederick Steiner advocates design practice grounded in ecology and democracy and informed by critical regionalism and reflection. He begins by establishing the foundation for a more ecological approach to planning and design, adopting a broad view of ecology as encompassing human and natural, urban and wild environments. Steiner explores precedents for human ecological design provided by architect Paul Cret, landscape architect Ian McHarg, and developer George Mitchell while discussing their planning for the University of Texas campus, the Lake Austin watershed, and The Woodlands. Steiner then focuses on emerging Texas urbanism and extends his discussion to broader considerations beyond the Lone Star State, including regionalism, urbanism, and landscape in China and Italy. He also examines the lessons to be learned from human and natural disasters such as 9/11, Hurricane Katrina, and the BP oil spill. Finally, Steiner offers a blueprint for designing with nature to help heal the planet's vulnerabilities.

Designer's Apprentice

Automating Photoshop, Illustrator, and InDesign in Adobe Creative Suite 3, The

Adobe Press Adobe Creative Suite 3 has fantastic tools for minimizing the drudgery of graphics production work: The key is to make your computer and Photoshop, Illustrator, and InDesign do rote tasks for you. And although the concept of automation may sound intimidating, it doesn't have to be. Learn what automation is, why it's as natural as breathing, and how it can take over routine work, freeing you up to be creative. · Combine customer data with graphics for personalized communications · Customize hundreds or even thousands of illustrations or layouts in one pass · Record tasks with macro-like Actions in Photoshop and Illustrator, then reuse them with multiple files · Learn how scripting languages like AppleScript and JavaScript can automate complex workflows, even ones with varying conditions

Deploying and Managing Microsoft.NET Web Farms

Sams Publishing Learn frameworks and technologies used to build, scale, and fine tune highly available e-business applications.

Designing for XOOPS

"**O'Reilly Media, Inc.**" "XOOPS (eXtensible Object Oriented Portal System) is an Open Source application platform written in PHP and database for developing small to large interactive dynamic community websites, company portals, intranets, weblogs, and much more. XOOPS uses Smarty, one of the most popular template engines in PHP, which makes it easier for designers to get used to the syntax: they don't have to deal with raw PHP code. This book covers the whole workflow of building a XOOPS theme from scratch. This is a designer's guide, so some knowledge of XHTML and CSS is assumed, but PHP know-how is not necessary."--Resource description page.

Designing and Building Security Operations Center

Syngress Do you know what weapons are used to protect against cyber warfare and what tools to use to minimize their impact? How can you gather intelligence that will allow you to configure your system to ward off attacks? Online security and privacy issues are becoming more and more significant every day, with many instances of companies and governments mishandling (or deliberately misusing) personal and financial data. Organizations need to be committed to defending their own assets and their customers' information. Designing and Building a Security Operations Center will show you how to develop the organization, infrastructure, and capabilities to protect your company and your customers effectively, efficiently, and discreetly. Written by a subject expert who has consulted on SOC implementation in both the public and private sector, Designing and Building a Security Operations Center is the go-to blueprint for cyber-defense. Explains how to develop and build a Security Operations Center Shows how to gather invaluable intelligence to protect your organization Helps you evaluate the pros and cons behind each decision during the SOC-building process

Designing the Doll

From Concept to Construction

C&T Publishing Inc The author of Anatomy of a Doll "gives us a gift by distilling the spirits found in doll/figure art . . . then explains the fundamentals to pave the way" (Barbara Campbell, editor of Soft Dolls & Animals!). Advance your dollmaking skills with this in-depth guide by master-dollmaker Susanna Oroyan! Susanna introduces you to her concept of "imaginative engineering" with a collection of design directions and technical processes that will help your ideas translate into reality. Expands on concepts presented in Anatomy of a Doll and Fantastic Figures. Covers a wide variety of construction methods, such as applications of wire armature in body construction, general concepts of mold making, sculpture mechanics, in-depth discussion of jointed figures, and methods of assembling your doll. More than 250 full-color photos of dolls from 130 of the world's top doll artists. Over 200 detailed illustrations. Explains elements of design, such as focal point, scale, harmony, style, and the use of color, texture, and pattern. Learn techniques of proportion for working with the human figure. An excellent technical resource and reference book that will teach you how to develop ideas, then construct advanced art figures or dolls. "The doll world has only just recovered from the excitement of having Anatomy of a Doll which showed us what was possible. Now we can learn to get it with this new effort, the fabulous Designing the Doll. Thank you, Susanna, where would we be without you?" —Elinor Peace Bailey, author of Storytelling with Dolls "Demystifies the creation of dolls by offering techniques, basic construction and some very good thoughts on design . . . Filled with diagrams and color photos of dolls from some of the top contemporary doll-makers, inspiration is on every page." —Polymer Clay

Designing Next Generation Web Projects with Css3

Packt Publishing Ltd This book is designed for you if you are a frontend web developer; it requires a solid knowledge of CSS syntax and of the most common CSS2 properties and selectors.

Designing the iPhone User Experience

A User-Centered Approach to Sketching and Prototyping iPhone Apps

Pearson Education "In her book Designing the iPhone User Experience, Suzanne Ginsburg takes a fresh look at cutting-edge, user-centered design from the perspective of designing mobile user experiences for the iPhone. Her book brings together everything you need to know to design great products for mobile contexts." —Pabini Gabriel-Petit, UX Strategy & Design Consultant and Publisher and Editor in Chief of UXmatters "It's about time! Suzanne Ginsburg takes the best of User-Centered Design (UCD) principles and tweaks them with a dash of mobile and a lot of hints about what it means to implement the Apple Human Interface Guidelines for iPhone. Your idea for an iPhone app has much better chances of being accepted by iPhone owners (and by the iTunes watchdogs guarding entry to the App Store) if you follow even half of the suggestions in this book." —Nancy Frishberg, Ph.D., User Experience Strategist and past Chair of BayCHI Given the fiercely competitive state of the iPhone app landscape, it has become increasingly challenging for app designers and developers to differentiate their apps. The days are long gone when it was possible to crank out an app over the weekend and refine it after receiving a few not so flattering user reviews. Users now have choices -- lots of them. If your app is difficult to use or doesn't meet their needs, finding another one is just a tap away. To illustrate, consider the ever-growing field of Twitter clients. There are hundreds of variations in the App Store but only a handful stand out from the pack (such as Tweetie or Twitterific). For most apps, it boils down to one thing: the user experience. The same is true for countless other categories within the App Store; well-designed apps are more likely to attract and retain users. Of course there are other critical aspects of iPhone app development: the coding, the marketing, the customer support. All of the elements must come together. Designing the iPhone User Experience will help you tackle the user experience part of the iPhone challenge. Three key themes will be reinforced throughout the book: Know thy user, the Design Lifecycle, and Attention to Detail: Know Thy User Millions of people depend on iPhone apps to get them to work, find their next meal, and stay in touch with family and friends. Professionals of all kinds also rely on iPhone apps: doctors look up drug interactions; photographers fine-tune lighting; cyclists find the best routes. To truly understand how your apps can fit into their lives, designers and developers must learn how users do things today, what's important to them, and what needs have not been met. Part II, Introduction to User Research, will introduce a variety of user research methods. The Design Lifecycle Award-winning designs rarely happen overnight; they usually only

occur after many rigorous design cycles. To illustrate this point, consider USA TODAY's iPhone application, which went through at least seven iterations for the article view in their app. These kinds of iterations should happen before you launch your app, since it will save valuable time and money, not to mention the headaches a bad design could create for your user. More importantly, you may only have one chance to impress your users -- you do not want to sell them half-baked ideas. Part III, *Developing your App Concept*, will explain how to iteratively design and test your app concepts. Attention to Detail Most professionals know that attention to detail is important, but hundreds of apps fail to incorporate even the most basic design principles. This lack of attention is not merely an aesthetic issue (which is important) it also affects the way apps function. For example, a news article without proper alignment will be difficult to read, and a poorly rendered icon will be challenging to interpret. Apps with a razor sharp attention to detail will stand out because their apps will look good and perform well. Part IV, *Refining your App Concept*, will show you how to make to your app shine, from visual design and branding to accessibility and localization. Mastering these three areas will help set your app apart from the crowd. You may not have an award-winning app over night. But knowing your users, iterative design, and attention to detail are important first steps.

Designing and Developing for Google Glass

Thinking Differently for a New Platform

"O'Reilly Media, Inc." *Creating apps for Google Glass is more involved than simply learning how to navigate its hardware, APIs, and SDK. You also need the right mindset. While this practical book delivers the information and techniques you need to build and deploy Glass applications, it also helps you to think for Glass by showing you how the platform works in, and affects, its environment. In three parts—Discover, Design, and Develop—Glass pioneers guide you through the Glass ecosystem and demonstrate what this wearable computer means for users, developers, and society as a whole. You'll learn how to create rich functionality for a consumer technology that's radically different than anything currently available. Learn the Five Noble Truths of great Glassware design Understand the Glass ecosystem and learn why it's different Sidestep Glass's societal concerns in your projects Learn how Glass adapts to the user's world, rather than the other way around Avoid poor design by identifying Glassware antipatterns Build cloud services with the Google Mirror API Use the Glass Development Kit to develop client applications Submit your project for review in the MyGlass directory*

Derrida for Architects

Routledge *Looking afresh at the implications of Jacques Derrida's thinking for architecture, this book simplifies his ideas in a clear, concise way. Derrida's treatment of key philosophical texts has been labelled as "deconstruction," a term that resonates with architecture. Although his main focus is language, his thinking has been applied by architectural theorists widely. As well as a review of Derrida's interaction with architecture, this book is also a careful consideration of the implications of his thinking, particularly on the way architecture is practiced.*

Designing for Emerging Technologies

UX for Genomics, Robotics, and the Internet of Things

"O'Reilly Media, Inc." *The recent digital and mobile revolutions are a minor blip compared to the next wave of technological change, as everything from robot swarms to skin-top embeddable computers and bio printable organs start appearing in coming years. In this collection of inspiring essays, designers, engineers, and researchers discuss their approaches to experience design for groundbreaking technologies. Design not only provides the framework for how technology works and how it's used, but also places it in a broader context that includes the total ecosystem with which it interacts and the possibility of unintended consequences. If you're a UX designer or engineer open to complexity and dissonant ideas, this book is a revelation. Contributors include: Stephen Anderson, PoetPainter, LLC Lisa Caldwell, Brazen UX Martin Charlier, Independent Design Consultant Jeff Faneuff, Carbonite Andy Goodman, Fjord US Camille Goudeseune, Beckman Institute, University of Illinois at Urbana-Champaign Bill Hartman, Essential Design Steven Keating, MIT Media Lab, Mediated Matter Group Brook Kennedy, Virginia Tech Dirk Knemeyer, Involution Studios Barry Kudrowitz, University of Minnesota Gershon Kutliroff, Omek Studio at Intel Michal Levin, Google Matt Nish-Lapidus, Normative Erin Rae Hoffer, Autodesk Marco Righetto, SumAll Juhan Sonin, Involution Studios Scott Stropkay, Essential Design Scott Sullivan, Adaptive Path Hunter Whitney, Hunter Whitney and Associates, Inc. Yaron Yanai, Omek Studio at Intel*

Designing and Implementing Test Automation Frameworks with QTP

Packt Pub Limited *A tutorial-based approach, showing basic coding and designing techniques to build test automation frameworks.If you are a beginner, an automation engineer, an aspiring test automation engineer, a manual tester, a test lead or a test architect who wants to learn, create, and maintain test automation frameworks, this book will accelerate your ability to develop and adapt the framework.*

Designing Multi-Device Experiences

An Ecosystem Approach to User Experiences Across Devices

"O'Reilly Media, Inc." *Welcome to our multi-device world, a world where a user's experience with one application can span many devices—a smartphone, a tablet, a computer, the TV, and beyond. This practical book demonstrates the variety of ways devices relate to each other, combining to create powerful ensembles that deliver superior, integrated experiences to your users. Learn a practical framework for designing multi-device experiences, based on the 3Cs—Consistent, Complementary, and Continuous approaches Graduate from offering everything on all devices, to delivering the right thing, at the right time, on the best (available) device Apply the 3Cs framework to the broader realm of the Internet of Things, and design multi-device experiences that anticipate a fully connected world Learn how to measure your multi-device ecosystem performance Get ahead of the curve by designing for a more connected future*

Detecting and Combating Malicious Email

Syngress *Malicious email is, simply put, email with a malicious purpose. The malicious purpose could be fraud, theft, espionage, or malware injection. The processes by which email execute the malicious activity vary widely, from fully manual (e.g. human-directed) to fully automated. One example of a malicious email is one that contains an attachment which the recipient is directed to open. When the attachment is opened, malicious software is installed on the recipient's computer. Because malicious email can vary so broadly in form and function, automated detection is only marginally helpful. The education of all users to detect potential malicious email is important to containing the threat and limiting the damage. It is increasingly necessary for all email users to understand how to recognize and combat malicious email. Detecting and Combating Malicious Email describes the different types of malicious email, shows how to differentiate malicious email from benign email, and suggest protective strategies for both personal and enterprise email environments. Discusses how and why malicious e-mail is used Explains how to find hidden viruses in e-mails Provides hands-on concrete steps to detect and stop malicious e-mail before it is too late Covers what you need to do if a malicious e-mail slips through*

Design Primer for Hot Climates

Elsevier *Design Primer for Hot Climates offers a discussion of architecture and planning for hot climates. The hot tropical and sub-tropical regions contain most of the world's population and, it is here that the majority of new buildings will be built. For this reason this book concentrates on these regions but serves only as a broad outline of the climatic, environmental, and technological conditions. The book begins with a discussion of climatic elements, climatic zones, and comfort. This is followed by separate chapters on climatic design; regional hazards (e.g., condensation, lightning, storms, earthquakes, etc.) that must be considered during the design stage; and factors such as site accessibility, materials selection, water and labor supply, and building regulations and standards. This book is meant not only for designers from temperate climatic areas but also for those who live in these regions, in the hope that they will be stimulated to re-examine conditions which may have become over-familiar to them.*

Designing Mobile Payment Experiences

Principles and Best Practices for Mobile Commerce

"O'Reilly Media, Inc." *Now that consumer purchases with mobile phones are on the rise, how do you design a payment app that's safe, easy to use, and compelling? With this practical book, interaction and product designer Skip Allums provides UX best practices and recommendations to help you create familiar, friendly, and trustworthy experiences. Consumers want mobile transactions to be as fast and reliable as cash or bank cards. This book shows designers, developers, and product managers—from startups to financial institutions—how to design mobile payments that not only safeguard identity and financial data, but also provide value-added features that exceed customer expectations. Learn about the major mobile payment frameworks: NFC, cloud, and closed loop Examine the pros and cons of Google Wallet, Isis, Square, PayPal, and other payment apps Provide walkthroughs, demos, and easy registration to quickly gain a new user's trust Design efficient point-of-sale interactions, using NFC, QR, barcodes, or geolocation Add peripheral services such as points, coupons and offers, and money management*

Descriptive Teacher Notes CD

Saddleback Educational Publishing *Motivation makes all the difference. And what's more motivating than the expectation of success? The instructions are clear and to the point, so students can quickly get down to writing practice in these 64-page eBook worktexts. Helpful prompts pack the worktext lesson pages including illustrations, examples, and sample responses. Incremental teaching method, 8-page Teacher Notes includes answer key on CD*

Despeckle Filtering Algorithms and Software for Ultrasound Imaging

Morgan & Claypool Publishers It is well-known that speckle is a multiplicative noise that degrades image quality and the visual evaluation in ultrasound imaging. This necessitates the need for robust despeckling techniques for both routine clinical practice and teleconsultation. The goal for this book is to introduce the theoretical background (equations), the algorithmic steps, and the MATLAB code for the following group of despeckle filters: linear filtering, nonlinear filtering, anisotropic diffusion filtering and wavelet filtering. The book proposes a comparative evaluation framework of these despeckle filters based on texture analysis, image quality evaluation metrics, and visual evaluation by medical experts, in the assessment of cardiovascular ultrasound images recorded from the carotid artery. The results of our work presented in this book, suggest that the linear local statistics filter $DsFlsmv$, gave the best performance, followed by the nonlinear geometric filter $DsFgf4d$, and the linear homogeneous mask area filter $DsFlsmv$. These filters improved the class separation between the asymptomatic and the symptomatic classes (of ultrasound images recorded from the carotid artery for the assessment of stroke) based on the statistics of the extracted texture features, gave only a marginal improvement in the classification success rate, and improved the visual assessment carried out by two medical experts. A despeckle filtering analysis and evaluation framework is proposed for selecting the most appropriate filter or filters for the images under investigation. These filters can be further developed and evaluated at a larger scale and in clinical practice in the automated image and video segmentation, texture analysis, and classification not only for medical ultrasound but for other modalities as well, such as synthetic aperture radar (SAR) images.

Delphi Cookbook

Packt Publishing Ltd Intended to refresh the basics of Delphi as well as advance your knowledge to the next level, it is assumed you will know RAD studio and the Object Pascal language. However, if you are not an experienced RAD studio programmer this accessible guide will still develop those initial crucial skills.

Deploying OpenStack

"O'Reilly Media, Inc." OpenStack was created with the audacious goal of being the ubiquitous software choice for building public and private cloud infrastructures. In just over a year, it's become the most talked-about project in open source. This concise book introduces OpenStack's general design and primary software components in detail, and shows you how to start using it to build cloud infrastructures. If you're a developer, technologist, or system administrator familiar with cloud offerings such as Rackspace Cloud or Amazon Web Services, *Deploying OpenStack* shows you how to obtain and deploy OpenStack software in a few controlled scenarios. Learn about OpenStack Compute (known as "Nova"), OpenStack Object Store ("Swift"), and OpenStack Image Service ("Glance") Understand common pitfalls in architecting, deploying, and implementing your cloud infrastructure with OpenStack Determine which version of the OpenStack code base best suits your deployment needs Define your deployment scenario and finalize key design choices Install Nova on a single node with either the StackOps distro or an Ubuntu package Be familiar with important configuration options and important administrative commands

Dentist on the Ward

An Introduction to Oral and Maxillofacial Surgery for Postgraduate Core Trainees in Dentistry

Dentist on the Ward is a 'must have' for any dentist starting as a core trainee in Oral and Maxillofacial Surgery. It is practically an induction programme in itself. The book gives clear practical advice on everything that should be expected from the training experience and practical guidance in key areas a new core dental trainee might be expected to be acquainted with. As well as instruction in simple measures, such as when and how to take blood samples, there are chapters devoted to the understanding of more complex procedures and conditions that will be encountered by a junior Oral and Maxillofacial trainee. The book is written by two Consultant Oral and Maxillofacial Surgeons with decades of experience in supervising and teaching young dentists working in their departments. It is unique in providing simple guidance specifically for dentally qualified trainees and concentrates on practice, procedures and theory, which is important, while omitting less relevant detailed knowledge which can be found in medical textbooks. Chapters are: Why work in Oral and Maxillofacial Surgery?; Applying for a job in Oral and Maxillofacial Surgery; Getting the best from your student attachment or elective; Before starting; Your Personal Development Plan, Appraisal, Mandatory Training and Education; Information, Data Protection and Confidentiality; Pre-employment Health Assessment and the Blood Borne Viruses; Basic Hospital Cross Infection Control; MRSA, Cl. Difficile and Hand Hygiene; Inoculation (needlestick) Injuries; Working in Out-Patients Day Surgery; The Ward; its Staff and Routines; Preparation for Theatre; Consent for Hospital Treatment; Working in the Operating Theatre; Scrubbing and Gowning; Routine Post-Operative Care; Post-Operative Complications; Being On Call, Accidents and Emergencies; Wound Closure - Skin Suturing; Dealing with Bleeding from the Mouth; Examination of the Injured Face; Imaging for Facial Fractures; Admitting a Patient with a Facial Fracture; Admitting a Patient with a Dental Abscess; You Should Know About Retrobulbar Haemorrhage; Medical Emergencies; Resuscitation; Examination of Cardiovascular and Respiratory Systems; The Sterile Supply Service; Surgical Instruments; Minor Oral Surgery; Histopathology; Venepuncture - Taking a Blood Sample; Venepuncture - Inserting a Venflon IV Cannula; Blood Tests; Ordering and Interpretation; Blood Tests - Haematology; Blood Transfusion; Blood Tests - Biochemistry; Blood Tests - Immunology; Understanding and Prescribing Fluid Replacement; Prescribing Medication in the Hospital; Understanding the Anaesthetist; Understanding Tracheostomy; Understanding the Organisation of the Head and Neck Team; Understanding a Major Cancer Case; Understanding Diabetes in Hospital; Understanding Bisphosphonate Jaw Necrosis; Understanding Anti-coagulation; Keeping out of Trouble; Useful Web Sites; Epilogue.

Desire2Learn for Higher Education Cookbook

Packt Publishing Part of Packt's Cookbook series; if you don't have the time to work your way through a long tutorial, then this is the book for you. The step-by-step recipes are independent from each other so you can dip in and out of the book or follow it from start to end to build a higher education course. If you're familiar with D2L's basic tools but want to do more with your course, then this book is for you.

Designing for User Engagement

Aesthetic and Attractive User Interfaces

Morgan & Claypool Publishers This book explores the design process for user experience and engagement, which expands the traditional concept of usability and utility in design to include aesthetics, fun and excitement. User experience has evolved as a new area of Human Computer Interaction research, motivated by non-work oriented applications such as games, education and emerging interactive Web 2.0. The chapter starts by examining the phenomena of user engagement and experience and setting them in the perspective of cognitive psychology, in particular motivation, emotion and mood. The perspective of aesthetics is expanded towards interaction and engagement to propose design treatments, metaphors, and interactive techniques which can promote user interest, excitement and satisfying experiences. This is followed by reviewing the design process and design treatments which can promote aesthetic perception and engaging interaction. The final part of the chapter provides design guidelines and principles drawn from the interaction and graphical design literature which are cross-referenced to issues in the design process. Examples of designs and design treatments are given to illustrate principles and advice, accompanied by critical reflection. Table of Contents: Introduction / Psychology of User Engagement / UE Design Process / Design Principles and Guidelines / Perspectives and Conclusions

Design as Politics

Berg *Design as Politics* confronts the inadequacy of contemporary politics to deal with unsustainability. Current 'solutions' to unsustainability are analysed as utterly insufficient for dealing with the problems but, further than this, the book questions the very ability of democracy to deliver a sustainable future. *Design as Politics* argues that finding solutions to this problem, of which climate change is only one part, demands original and radical thinking. Rather than reverting to failed political ideologies, the book proposes a post-democratic politics. In this, Design occupies a major role, not as it is but as it could be if transformed into a powerful agent of change, a force to create and extend freedom. The book does no less than position Design as a vital form of political action.

Designing for Newspapers and Magazines

Routledge A hugely beneficial introduction to students and professionals in print media and design, *Designing for Newspapers and Magazines* offers guidance on how to produce attractive publications and how to tailor them to their target audience using colour, text placement, typography and images. Written by an experienced journalist and designer, the book details the elements of good design and provides instruction on how to get the most of computers and computer-aided design. The book examines a broad range of local and national publications including *The Sun*, *The Daily Mirror* and *Glamour* magazine and explains the reasoning that underpins their design choice, including: how to set up a new publication planning an edition of a newspaper or magazine typography and working with text working with images and technical production designing pages and how to use colour design and journalism ethics a glossary of journalistic and design terms

Designing the Digital Experience

How to Use Experience Design Tools and Techniques to Build Websites Customers

Love

Information Today, Inc. *Written for creative, tech-savvy, and business-minded individuals who want to increase the accessibility of their websites, this sensible guidebook explains the concepts behind designing experiences on the internet. From helping customers quickly find information and make their purchases to clearly communicating needs and interests, this resource will not only develop consumer loyalty but will encourage them to spread the word about the sites they frequent. Focusing on the three key areas of structure, community, and customers, designers will enable clients to focus on their own goals rather than on difficulties in navigating. Also included are tips on how to generate conversations with blogs, wikis, and podcasting to create a personal touch.*

Designing for Performance

Weighing Aesthetics and Speed

"O'Reilly Media, Inc." *As a web designer, you encounter tough choices when it comes to weighing aesthetics and performance. Good content, layout, images, and interactivity are essential for engaging your audience, and each of these elements have an enormous impact on page load time and the end-user experience. In this practical book, Lara Hogan helps you approach projects with page speed in mind, showing you how to test and benchmark which design choices are most critical. To get started, all you need are basic HTML and CSS skills and Photoshop experience. Topics include: The impact of page load time on your site, brand, and users Page speed basics: how browsers retrieve and render content Best practices for optimizing and loading images How to clean up HTML and CSS, and optimize web fonts Mobile-first design with performance goals by breakpoint Using tools to measure performance as your site evolves Methods for shaping an organization's performance culture*

Desert Tortoise's Burrow

Bearport Publishing *"In this book, readers learn about the habits of desert tortoise's and where they live."--*

Detonation

Theory and Experiment

Courier Corporation *Comprehensive review of detonation explores the "simple theory" and experimental tests of the theory; flow in a reactive medium; steady detonation; the nonsteady solution; and the structure of the detonation front. 1979 edition.*

Design Art Deco Quilts

Mix & Match Simple Geometric Shapes

C&T Publishing Inc *Mix and Match Simple Shapes into Bold, Stylized Quilts. Learn to design and sew striking, stylized quilts inspired by 1930s Art Deco style. Simple geometric shapes mix and match into original, one-of-a-kind designs. Complete instructions for a sample quilt take you step by step through planning, designing, and piecing your quilt. Includes photo gallery of 11 stunning quilts created by student quilters, plus a visual history of Art Deco style and architecture. Make a bold artistic statement with your own one-of-a-kind Art Deco quilt. Mr. Quilt shows you how to create a masterpiece, from choosing the right fabrics for an authentic Art Deco look to estimating yardage, cutting fabric and planning your piecing.*