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The contents of this book are designed on the

basis of the problem-based-learning (PBL) approach and follow the paradigm: design -> entry (in both schematic and HDL) -> verification as well as implementation. Based on this paradigm, we develop an incremental learn-by-doing method to help the student to build a sound understanding in both the design principles and the implementations of digital systems based on FPGA devices. Features of this book include - Lab projects are exercised with schematic entry first and then Verilog HDL entry. - Both functional and timing verification are performed in each entry method to ensure the resulting design can work properly in FPGA devices. - The incremental learn-by-doing method is applied to gradually introduce new concepts and hardware resources and increase the depth of lab projects. - The paradigm, design -> entry (in both schematic and HDL) -> verification as well as implementation, is employed to familiarize the reader with the right concept and use of the HDL entry method. -

Optional lab projects are provided for readers to make realistic tests on FPGA devices. - Extended lab projects to broaden the reader's background knowledge and capability. This book can be used as the textbook for the following courses: Digital Logic Design Practice, Introduction to FPGA-Based System Design, Introduction to Digital System Practice, and Introduction to Verilog HDL. ANSYS Workbench 2021 R1: A Tutorial Approach book introduces the readers to ANSYS Workbench 2021, one of the world's leading, widely distributed, and popular commercial CAE packages. It is used across the globe in various industries such as aerospace, automotive, manufacturing, nuclear, electronics, biomedical, and so on. ANSYS provides simulation solutions that enable designers to simulate design performance. This book covers various simulation streams of ANSYS such as Static Structural, Modal, Steady-State, and Transient Thermal analyses. Structured in pedagogical sequence for effective and easy

learning, the content in this book will help FEA analysts in quickly understanding the capability and usage of tools of ANSYS Workbench. Salient Features Book consisting of 11 chapters that are organized in a pedagogical sequence.

Summarized content on the first page of the topics that are covered in the chapter. More than 10 real-world mechanical engineering problems used as tutorials. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to FEA Chapter 2: Introduction to ANSYS Workbench Chapter 3: Part Modeling - I Chapter 4: Part Modeling -II Chapter 5: Part Modeling - III Chapter 6: Defining Material Properties Chapter 7: Generating Mesh - I Chapter 8: Generating Mesh - II Chapter 9: Static Structural Analysis Chapter 10: Vibration Analysis Chapter 11: Thermal Analysis Index This dissertation

describes an intelligent, computer-aided instructional (ICAI) program, named GUIDON, with capabilities to carry on a structured case method dialogue, generate teaching material from production rules, construct and verify a model of what the student knows, and explain expert reasoning. The principle objective of this research has been to convert MYCIN, a knowledge-based consultation program, into an effective instructional tool. GUIDON combines the subject matter knowledge of the consultation system with tutorial discourse knowledge, while keeping the two distinct. MYCIN-like knowledge-based consultation programs are designed to provide expert-level advice about difficult scientific and medical problems. High performance is attained by interpreting a large, specialized set of facts and domain relations that take the form of rules about what to do in a given circumstance. Such a rule base is generally built by interviewing human experts to formulate the knowledge that they use to solve

similar problems in their area of expertise. While it is generally believed that these programs have significant educational potential, little work has been done to evaluate the problems of realizing this potential. Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators. The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2019 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2019 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your

creativity and help you create simple and complete 3D models and animations. Salient Features: Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, rendering, and animation. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2019 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor - Texture Maps - I Chapter 9:

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Tutorial Approach is a tutorial-based book that  
introduces the readers to AutoCAD Electrical  
2020 software, designed specifically for creating  
professional electrical control drawings. The  
book has a wide range of tutorials covering the  
tools and features of AutoCAD Electrical such as  
schematic drawings, panel drawings, parametric  
and nonparametric PLC modules, ladder  
diagrams, Circuit Builder, point-to-point wiring  
diagrams, report generation, creation of

symbols, and so on. These tutorials will enable  
the users to create innovative electrical control  
drawings with ease. Moreover, the tutorials used  
ensure that the users can relate the information  
provided in this book with the practical industry  
designs. The chapters in this book are arranged  
in a pedagogical sequence that makes it very  
effective in learning the features and capabilities  
of the software. Salient Features: Consists of 13  
chapters that are organized in a pedagogical  
sequence. Brief coverage of AutoCAD Electrical  
2020 concepts and techniques. Tutorial  
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Electrical 2020. Step-by-step instructions to  
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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

Big Data: A Tutorial-Based Approach explores the tools and techniques used to bring about the marriage of structured and unstructured data. It focuses on Hadoop Distributed Storage and MapReduce Processing by implementing (i) Tools and Techniques of Hadoop Eco System, (ii) Hadoop Distributed File System Infrastructure, and (iii) efficient MapReduce processing. The book includes Use Cases and Tutorials to provide an integrated approach that answers the 'What', 'How', and 'Why' of Big Data. Features Identifies the primary drivers of Big Data Walks readers through the theory, methods and technology of Big Data Explains how to handle the 4 V's of Big Data in order to extract value for better business decision making Shows how and why data connectors are critical and necessary for Agile text analytics Includes in-depth tutorials to perform necessary set-ups, installation, configuration and execution of important tasks Explains the command line as well as GUI interface to a powerful data

exchange tool between Hadoop and legacy r-dbms databases This updated edition of the classic covers new tools and trends, including current browsers, access methods, hardware, and software. Includes tips to secure project funding and provides strategic guidance for all types of libraries. End-user authored tutorials are increasingly becoming the norm for assisting users with learning software applications, but little is known about the quality of these tutorials. Using metrics derived from previous work, I characterize the quality of text- and image-based Photoshop tutorials available to users online. I compare these tutorials across four sources representing tutorials that are, i) written by a close-knit online community, ii) written by expert users, iii) most likely to be found, and iv) representative of the general population of tutorials. I found that not only are expert users generally writing higher quality tutorials than the other authors, but also, many of the typical tutorials are suffering from some

important limitations. Most notably, they often lack attempts to help users avoid common errors, and seldom provide users with appropriate amounts of reasoning for undertaking steps. I also examine a typical tutorial rating system and find that it does not sufficiently distinguish quality between tutorials. I demonstrate the use of my findings by presenting two applications that I designed: a tutorial authoring tool, and a tutorial presentation site. Learning is a critical worldwide problem for humans, essential to create a peaceful and happy world. We have serious problems in learning in both wealthy and poor areas. New approaches to learning are needed, as the current system may not rise to the new challenges. This book proposes a new strategy for learning, worldwide and for all ages of students. Computer-based distance learning would be the major delivery mechanism, with very large numbers of students. The very frequent interactions between the student and

the computer would be like that with a skilled human teacher. These interactions would take place in the student's native language, in both directions. A typical interaction would be a question to a student, and a free-form student response. Both voice and keyboard student input would be possible. The learning programs would work with each student until mastery is achieved, adapting to the needs of each. Students would be active learners. The book begins with the problems and goals of learning. It considers possible forms of distance learning, looking at the variables involved, current examples of distance learning, and possible future forms including examples from science fiction. It then investigates student interactions, considering both frequency of interactions and the quality of each interaction. Programs developed in the Educational Technology Center at the University of California, Irvine, illustrate the critical idea of tutorial learning with computers. Production of tutorial learning

material and costs for a student hour of learning is discussed. The book ends with suggestions for future progress. Current hardware and software is fully adequate for the tasks described. Development of all required learning units is a major activity. After this development, both better quality of learning and lower costs are very likely. Further experimental work is essential to understand the possibilities. The AutoCAD Electrical 2023: A Tutorial Approach is a tutorial-based book that introduces the readers to AutoCAD Electrical 2023 software, designed specifically for creating professional electrical control drawings. The book has a wide range of tutorials covering the tools and features of AutoCAD Electrical such as schematic drawings, panel drawings, parametric and nonparametric PLC modules, ladder diagrams, Circuit Builder, point-to-point wiring diagrams, report generation, creation of symbols, and so on. These tutorials will enable the users to create innovative electrical control drawings with ease.

Salient Features Consists of 13 chapters that are organized in a pedagogical sequence. Brief coverage of AutoCAD Electrical 2023 concepts and techniques. Tutorial approach to explain the concepts of AutoCAD Electrical 2023. Step-by-step instructions to guide the users through the learning process. More than 38 tutorials and one student project. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1: Introduction to AutoCAD Electrical 2023 Chapter 2: Working with Projects and Drawings (Enhanced) Chapter 3: Working with Wires Chapter 4: Creating Ladders Chapter 5: Schematic Components Chapter 6: Schematic Editing (Enhanced) Chapter 7: Connectors, Point-To-Point Wiring Diagrams, and Circuits Chapter 8: Panel Layouts Chapter 9: Schematic and Panel Reports Chapter 10: PLC Modules Chapter 11: Terminals Chapter 12: Settings,

Configuration, Templates, and Plotting Chapter 13: Creating Symbols (Enhanced) Student Project Index Dalam istilah praktis, deep learning merupakan bagian dari machine learning. Sebuah model machine learning perlu 'diberitahu' untuk bagaimana ia menciptakan prediksi akurat, dengan terus diberikan data. Sementara model deep learning dapat mempelajari metode komputasinya sendiri, dengan 'otaknya' sendiri, apabila diibaratkan. Sebuah model deep learning dirancang untuk terus menganalisis data dengan struktur logika yang mirip dengan bagaimana manusia mengambil keputusan. Untuk dapat mencapai kemampuan itu, deep learning menggunakan struktur algoritma berlapis yang disebut artificial neural network (ANN). This book introduces the readers to SOLIDWORKS 2018, the world's leading parametric solid modeling package. In this book, the author has adopted a project-based approach to explain the fundamental concepts of SOLIDWORKS. This

unique approach has been used to explain the creation of parts, assemblies, and drawings of a real-world model. The book will provide the users a sound and practical knowledge of the software while creating a motor cycle as the real-world model. This knowledge will guide the users to create their own projects in an easy and effective manner. Keeping in view the requirement of the users, a single project has been divided into many chapters to make the users understand the concepts in a better way. The creation of each part, assembly, and drawing has been explained using small steps which make the learning process quite simple and effective. Additionally, the tools introduced for the first time have been dealt with in detail, so that you can gain expertise and proficiency in SOLIDWORKS. After reading the book, the user will be able to create parts, assemblies, drawing views with bill of materials, and also learn the techniques that are essential for designing multiple models of similar geometry with ease.

Salient Features: Project-based book consisting of 12 chapters that are organized in a pedagogical sequence. Explanation of tools. Summarized content on the first page of the topics that are covered in the chapter. Hundreds of illustrations for easy understanding of concepts. Step-by-step instructions to guide the users through the learning process. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of the chapters for the users to assess their knowledge. Additional learning resources at ['allaboutcadcam.blogspot.com'](http://allaboutcadcam.blogspot.com) Table of Contents  
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Engine Parts Chapter 9: Creating Mudguards, Fuel Tank, Headlight Mask, and Seat Cover  
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Free Teaching and Learning Resources:  
CADCIM Technologies provides the following free teaching and learning resources with this textbook: Technical support by contacting 'techsupport@cadcim.com' Part files used in exercises\*, and illustrations Instructor Guide with solution to all review questions and instructions to create the models for exercises \*  
Additional learning resources at 'allaboutcadcam.blogspot.com' and 'youtube.com/cadcimtech' This book is a collection of notes and sample codes written by the author while he was learning WSDL himself. Topics include introduction to WSDL (Web Services Definition Language); WSDL document structure; 'types', 'interface', 'binding' and 'service' definition elements; differences

between style='rpc' and style='document' in WSDL 1.1; using WSDL document with SoapUI; parsing WSDL documents with PHP, Perl, and Java programs. Updated in \_\_date\_\_ (Version \_\_version\_\_) with 'WSDL 2.0 Part 2: Adjuncts' tutorials. The AutoCAD Electrical 2021: A Tutorial Approach is a tutorial-based book that introduces the readers to AutoCAD Electrical 2021 software, designed specifically for creating professional electrical control drawings. The book has a wide range of tutorials covering the tools and features of AutoCAD Electrical such as schematic drawings, panel drawings, parametric and nonparametric PLC modules, ladder diagrams, Circuit Builder, point-to-point wiring diagrams, report generation, creation of symbols, and so on. These tutorials will enable the users to create innovative electrical control drawings with ease. Moreover, the tutorials used ensure that the users can relate the information provided in this book with the practical industry designs. The chapters in this book are arranged

in a pedagogical sequence that makes it very effective in learning the features and capabilities of the software. Salient Features - Consists of 13 chapters that are organized in a pedagogical sequence. - Brief coverage of AutoCAD Electrical 2021 concepts and techniques. - Tutorial approach to explain the concepts of AutoCAD Electrical 2021. - Step-by-step instructions to guide the users through the learning process. - More than 38 tutorials and one student project. - Additional information throughout the book in the form of notes and tips. - Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to AutoCAD Electrical 2021 Chapter 2: Working with Projects and Drawings (Enhanced) Chapter 3: Working with Wires Chapter 4: Creating Ladders (Enhanced) Chapter 5: Schematic Components (Enhanced) Chapter 6: Schematic Editing Chapter 7: Connectors, Point-To-Point Wiring Diagrams,

and Circuits Chapter 8: Panel Layouts (Enhanced) Chapter 9: Schematic and Panel Reports Chapter 10: PLC Modules Chapter 11: Terminals (Enhanced) Chapter 12: Settings, Configuration, Templates, and Plotting Chapter 13: Creating Symbols Student Project Index About the Authors: CADCIM Technologies, Prof. Sham Tickoo of Purdue University Northwest, and the team of dedicated contributing authors at CADCIM Technologies are committed to bring you the best Textbooks, eBooks, and free teaching and learning resources on CAD/CAM/CAE, Computer Programming and Applications, GIS, Civil, Animation and Visual Effects, and related technologies. We strive to be the first and the best. That is our promise and our goal. Our team of authors consists of highly qualified and experienced Engineers who have a strong academic and industrial background. They understand the needs of the students, the faculty, and the challenges the students face when they start working in the industry. All our

books have been structured in a way that facilitates teaching and learning, and also exposes students to real-world applications. The textbooks, apart from providing comprehensive study material, are well appreciated for the simplicity of content, clarity of style, and the in-depth coverage of the subject. The AutoCAD Electrical 2022: A Tutorial Approach is a tutorial-based book that introduces the readers to AutoCAD Electrical 2022 software, designed specifically for creating professional electrical control drawings. The book has a wide range of tutorials covering the tools and features of AutoCAD Electrical such as schematic drawings, panel drawings, parametric and nonparametric PLC modules, ladder diagrams, Circuit Builder, point-to-point wiring diagrams, report generation, creation of symbols, and so on. These tutorials will enable the users to create innovative electrical control drawings with ease. Moreover, the tutorials used ensure that the users can relate the information provided in this

book with the practical industry designs. The chapters in this book are arranged in a pedagogical sequence that makes it very effective in learning the features and capabilities of the software. To enhance the knowledge of users, in this edition, the author has added some new tutorials on concepts such as Customizing the Templates and Title block as well as on tools such as Show Wire Sequence and Insert Wblocked Circuit. The recent success of Reinforcement Learning and related methods can be attributed to several key factors. First, it is driven by reward signals obtained through the interaction with the environment. Second, it is closely related to the human learning behavior. Third, it has a solid mathematical foundation. Nonetheless, conventional Reinforcement Learning theory exhibits some shortcomings particularly in a continuous environment or in considering the stability and robustness of the controlled process. In this monograph, the authors build on Reinforcement Learning to



present a learning-based approach for controlling dynamical systems from real-time data and review some major developments in this relatively young field. In doing so the authors develop a framework for learning-based control theory that shows how to learn directly suboptimal controllers from input-output data. There are three main challenges on the development of learning-based control. First, there is a need to generalize existing recursive methods. Second, as a fundamental difference between learning-based control and Reinforcement Learning, stability and robustness are important issues that must be addressed for the safety-critical engineering systems such as self-driving cars. Third, data efficiency of Reinforcement Learning algorithms need be addressed for safety-critical engineering systems. This monograph provides the reader with an accessible primer on a new direction in control theory still in its infancy, namely Learning-Based Control Theory, that is closely

tied to the literature of safe Reinforcement Learning and Adaptive Dynamic Programming. ANSYS Workbench 2022 R1: A Tutorial Approach book introduces the readers to ANSYS Workbench 2022, one of the world's leading, widely distributed, and popular commercial CAE packages. It is used across the globe in various industries such as aerospace, automotive, manufacturing, nuclear, electronics, biomedical, and so on. ANSYS provides simulation solutions that enable designers to simulate design performance. This book covers various simulation streams of ANSYS such as Static Structural, Modal, Steady-State, and Transient Thermal analyses. Structured in pedagogical sequence for effective and easy learning, the content in this book will help FEA analysts in quickly understanding the capability and usage of tools of ANSYS Workbench. Salient Features Textbook consisting of 11 chapters that are organized in a pedagogical sequence. Summarized content on the first page of the

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Online step-by-step tutorials play an integral role in how users learn feature-rich software applications (e.g., Photoshop, AutoCAD, Fusion360). However, when searching for a tutorial, users can find it difficult to assess whether a given tutorial is designed for their level of software expertise.

Novice users can struggle when a tutorial is out of their reach, whereas more advanced users can end up wasting time with overly simple, first-principles instruction. To assist users in selecting tutorials based on expertise, I investigate the feasibility of using machine learning techniques to automatically assess and label a tutorial's difficulty level. Using Photoshop as a testbed, I develop a set of distinguishable tutorial features and use these features to train a classifier that can label a tutorial as either Beginner or Advanced with 85% accuracy. To illustrate a potential application of my classifier, I developed a tutorial selection interface called TutVis. TutVis annotates each tutorial with its difficulty level, along with visual representations of other tutorial features that contribute to this difficulty assessment. An initial evaluation comparing TutVis to two other interfaces (which varied in the number of different tutorial features displayed) showed a strong preference for and use of TutVis's novel features. This

tutorial presents a hands-on introduction to a new discrete choice modeling approach based on the behavioral notion of regret-minimization. This so-called Random Regret Minimization-approach (RRM) forms a counterpart of the Random Utility Maximization-approach (RUM) to discrete choice modeling, which has for decades dominated the field of choice modeling and adjacent fields such as transportation, marketing and environmental economics. Being as parsimonious as conventional RUM-models and compatible with popular software packages, the RRM-approach provides an alternative and appealing account of choice behavior. Rather than providing highly technical discussions as usually encountered in scholarly journals, this tutorial aims to allow readers to explore the RRM-approach and its potential and limitations hands-on and based on a detailed discussion of examples. This tutorial is written for students, scholars and practitioners who have a basic background in choice modeling in general and

RUM-modeling in particular. It has been taken care of that all concepts and results should be clear to readers that do not have an advanced knowledge of econometrics. This book provides a structured treatment of the key principles and techniques for enabling efficient processing of deep neural networks (DNNs). DNNs are currently widely used for many artificial intelligence (AI) applications, including computer vision, speech recognition, and robotics. While DNNs deliver state-of-the-art accuracy on many AI tasks, it comes at the cost of high computational complexity. Therefore, techniques that enable efficient processing of deep neural networks to improve metrics—such as energy-efficiency, throughput, and latency—without sacrificing accuracy or increasing hardware costs are critical to enabling the wide deployment of DNNs in AI systems. The book includes background on DNN processing; a description and taxonomy of hardware architectural approaches for designing

DNN accelerators; key metrics for evaluating and comparing different designs; features of the DNN processing that are amenable to hardware/algorithm co-design to improve energy efficiency and throughput; and opportunities for applying new technologies. Readers will find a structured introduction to the field as well as a formalization and organization of key concepts from contemporary works that provides insights that may spark new ideas. Like most good educational interventions, problem-based learning (PBL) did not grow out of theory, but out of a practical problem. Medical students were bored, dropping out, and unable to apply what they had learned in lectures to their practical experiences a couple of years later. Neurologist Howard S. Barrows reversed the sequence, presenting students with patient problems to solve in small groups and requiring them to seek relevant knowledge in an effort to solve those problems. Out of his work, PBL was born. The application of PBL approaches has

now spread far beyond medical education. Today, PBL is used at levels from elementary school to adult education, in disciplines ranging across the humanities and sciences, and in both academic and corporate settings. This book aims to take stock of developments in the field and to bridge the gap between practice and the theoretical tradition, originated by Barrows, that underlies PBL techniques. *Data Mining: A Tutorial-Based Primer, Second Edition* provides a comprehensive introduction to data mining with a focus on model building and testing, as well as on interpreting and validating results. The text guides students to understand how data mining can be employed to solve real problems and recognize whether a data mining solution is a feasible alternative for a specific problem. Fundamental data mining strategies, techniques, and evaluation methods are presented and implemented with the help of two well-known software tools. Several new topics have been added to the second edition including an

introduction to Big Data and data analytics, ROC curves, Pareto lift charts, methods for handling large-sized, streaming and imbalanced data, support vector machines, and extended coverage of textual data mining. The second edition contains tutorials for attribute selection, dealing with imbalanced data, outlier analysis, time series analysis, mining textual data, and more. The text provides in-depth coverage of RapidMiner Studio and Weka's Explorer interface. Both software tools are used for stepping students through the tutorials depicting the knowledge discovery process. This allows the reader maximum flexibility for their hands-on data mining experience. Welcome to the world of Autodesk 3ds Max, a 3D modeling, animation, and rendering software package developed by Autodesk Inc. It is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators.

The intuitive user interface and workflow tools of Autodesk 3ds Max have made the job of design visualization specialists easier. Autodesk 3ds Max 2018 for Beginners: A Tutorial Approach is a tutorial-based book that introduces the readers to the basic features of 3ds Max 2018 created on real world model through tutorials. The book caters to the needs of both the novice and the advanced users of the software. This book will help you unleash your creativity and help you create simple and complete 3D models and animations. The book will help the learners transform their imagination into reality with ease. Salient Features Consists of 17 chapters and 5 real world based projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered

in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test, Review Questions are given at the end of each chapter so that the users can assess their knowledge. Student project has been given at the end of this book to test and enhance the skills of students. Table of Contents Chapter 1: Introduction to Autodesk 3ds Max 2018 Chapter 2: Primitive Objects - I Chapter 3: Primitive Objects - II Chapter 4: Working with Splines - I Chapter 5: Working with Splines - II Chapter 6: Lofting, Twisting, and Deforming Objects Chapter 7: Material Editor: Creating Materials Chapter 8: Material Editor: Texture Maps-I Chapter 9: Material Editor: Texture Maps-II Chapter 10: Material Editor: Controlling Texture Maps Chapter 11: Material Editor: Miscellaneous Materials Chapter 12: Interior Lighting-I Chapter 13: Interior Lighting-II Chapter 14: Animation Basics Chapter 15:

Complex Animation Chapter 16: Rendering Chapter 17: Creating Walkthrough Project 1: Creating a Windmill Project 2: Creating a Diner Project 3: Architectural Project Project 4: Corporate Design Project Project 5: Creating a Computer Center Index A detailed and practical book and eBook walk-through showing how to apply UML to real world development projects Dynamic programming (DP) has a relevant history as a powerful and flexible optimization principle, but has a bad reputation as a computationally impractical tool. This book fills a gap between the statement of DP principles and their actual software implementation. Using MATLAB throughout, this tutorial gently gets the reader acquainted with DP and its potential applications, offering the possibility of actual experimentation and hands-on experience. The book assumes basic familiarity with probability and optimization, and is suitable to both practitioners and graduate students in engineering, applied mathematics, management,

finance and economics. Introduction to Problem-based Learning teaches students how to work with the problem-based learning method, which requires mainly self-directed learning. Particular attention is given to the necessary skills to apply this method effectively. Why Introduction to Problem-based Learning? • comprehensible introduction in the problem-based learning method • enables students to experience the full potential of this concept • discusses the use of digital devices Introduction to Problem-based learning provides students with the necessary skills to operate within as well as outside problem-based groups. It discusses issues like: How do you take on a problem? How do you collaborate with others? How do you deal with cultural diversity? How do you lead a tutorial group? How can you organize your studies best? Special attention is given to the use of computers, tablets and internet in a problem-based environment. This study explored the effects of a web-based decision support

system ("Tutorial") for writing standards-based Individualized Education Programs (IEPs). A total of 35 teachers and 154 students participated across two academic years. Participants were assigned to one of three intervention groups based on level of "Tutorial" access: Full, Partial, or Comparison. Direct effects of the intervention on procedural and substantive elements of IEPs revealed that, although all groups had initial IEPs of similar quality, the Full Intervention group's post-"Tutorial" IEPs had a significantly higher proportion of substantive items rated as adequate than did the IEPs of other groups. The intervention's indirect effects were examined using student scores on the State Reading Assessment. The Full Intervention group demonstrated a higher rate of reading score gain than the other two groups during the academic year in which the IEP prepared with access to the "Tutorial" was implemented. Implications for educational practices and future

research directions are discussed. [This report was published in "Journal of Special Education," (EJ1019914).].

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