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Introduction to Programming Languages Arvind Kumar Bansal, 2013-12-14 In programming courses using the different syntax of multiple languages such as C Java PHP and Python for the same abstraction often confuses students new to computer science *Introduction to Programming Languages* separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level Designed for a one semester undergraduate course this classroom tested book teaches the principles of programming language design and implementation It presents Common features of programming languages at an abstract level rather than a comparative level The implementation model and behavior of programming paradigms at abstract levels so that students understand the power and limitations of programming paradigms Language constructs at a paradigm level A holistic view of programming language design and behavior To make the book self contained the author introduces the necessary concepts of data structures and discrete structures from the perspective of programming language theory The text covers classical topics such as syntax and semantics imperative programming program structures information exchange between subprograms object oriented programming logic programming and functional programming It also explores newer topics including dependency analysis communicating sequential processes concurrent programming constructs web and multimedia programming event based programming agent based programming synchronous languages high productivity programming on massive parallel computers models for mobile computing and much more Along with problems and further reading in each chapter the book includes in depth examples and case studies using various languages that help students understand syntax in practical contexts

Hadoop: The Definitive Guide Tom White, 2009-05-29 Hadoop The Definitive Guide helps you harness the power of your data Ideal for processing large datasets the Apache Hadoop framework is an open source implementation of the MapReduce algorithm on which Google built its empire This comprehensive resource demonstrates how to use Hadoop to build reliable scalable distributed systems programmers will find details for analyzing large datasets and administrators will learn how to set up and run Hadoop clusters Complete with case studies that illustrate how Hadoop solves specific problems this book helps you Use the Hadoop Distributed File System HDFS for storing large datasets and run distributed computations over those datasets using MapReduce Become familiar with Hadoop s data and I O building blocks for compression data integrity serialization and persistence Discover common pitfalls and advanced features for writing real world MapReduce programs Design build and administer a dedicated Hadoop cluster or run Hadoop in the cloud Use Pig a high level query language for large scale data processing Take advantage of HBase Hadoop s database for structured and semi structured data Learn ZooKeeper a toolkit of coordination primitives for building distributed systems If you have lots of data whether it s gigabytes or petabytes Hadoop is the perfect solution Hadoop The Definitive Guide is the most thorough book available on the subject Now you have the opportunity to learn about Hadoop from a master not only of the technology

but also of common sense and plain talk Doug Cutting Hadoop Founder Yahoo **Python Essential Reference** David M. Beazley,2000 Geared to the professional with other systems programming language such as C or C this guide concisely describes the Python programming language and its large library of standard modules avoiding the dry academic approach Written by the close friend of Python s creator Guido Van Rossum *The Book of PF, 2nd Edition* Peter N. M. Hansteen,2011 This second edition is an up to date no nonsense guide to harnessing the power of PF The author covers NAT network address translation and redirection wireless networking SPAM fighting failover provisioning logging and more

ECGBL 2017 11th European Conference on Game-Based Learning ,2017-10-05 Handbook of Linguistic Annotation Nancy Ide,James Pustejovsky,2017-06-16 This handbook offers a thorough treatment of the science of linguistic annotation Leaders in the field guide the reader through the process of modeling creating an annotation language building a corpus and evaluating it for correctness Essential reading for both computer scientists and linguistic researchers Linguistic annotation is an increasingly important activity in the field of computational linguistics because of its critical role in the development of language models for natural language processing applications Part one of this book covers all phases of the linguistic annotation process from annotation scheme design and choice of representation format through both the manual and automatic annotation process evaluation and iterative improvement of annotation accuracy The second part of the book includes case studies of annotation projects across the spectrum of linguistic annotation types including morpho syntactic tagging syntactic analyses a range of semantic analyses semantic roles named entities sentiment and opinion time and event and spatial analyses and discourse level analyses including discourse structure co reference etc Each case study addresses the various phases and processes discussed in the chapters of part one *Core Python Applications Programming* Wesley Chun,2012 Rev ed of *Core Python programming* Wesley J Chun c2007 **Amnesia Remembered** John Aycock,2023-03-10 Our modern culture is increasingly expressed in the form of digital artifacts yet archaeology is in its infancy when it comes to researching and understanding them The study and reverse engineering of digital artifacts is no longer the exclusive domain of computer scientists Presented by way of analogy to the process of archaeological fieldwork familiar to readers the 1986 Electronic Arts game *Amnesia* is used as a vehicle to explain the procedure and thought process required to reverse engineer a digital artifact As a go to reference to learn how to begin studying the digital *Amnesia* is shown to be a multi layered artifact with a complex backstory through it topics in data compression copy protection memory management and programming languages are covered *Obliq-3D Tutorial and Reference Manual* Marc A. Najork,1994 Abstract *Obliq 3D* is an interpreted language that is embedded into the 3D animation system *Anim3D* *Anim3D* is based on a few simple yet powerful constructs that allow a programmer to describe three dimensional scenes and animations of such scenes *Obliq 3D* by virtue of its interpretive nature provides the programmer with a fast turnaround environment The combination of simplicity and fast turnaround allows application programmers to construct non trivial animations quickly and easily The first

half of this report contains a tutorial to Obliq 3D which develops the various concepts of the animation system The second part contains a reference manual which describes the functionality of Obliq 3D module by module

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