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Hands On, Minds On describes the importance of children's foundational cognitive skills for academic achievement in literacy and mathematics, as well as their connections with other areas of school readiness, including physical health and social and emotional development. It also examines the growing evidence in favor of guided object play. A fresh, thought-provoking and wide-ranging study of how mankind uses its hands Why do zombies walk with their arms outstretched? How can newborn babies grip an adult finger tightly enough to dangle unsupported from it? And why is everyone constantly texting, tapping and scrolling? For anyone curious about how human beings work, the answers are hidden in plain sight: in our hands. From early tools to machinery -- from fists to knives to guns -- from papyrus to QWERTY to a swipeable screen -- the history of civilization is a history of what humans do with their hands. We have always kept our hands occupied, and if mankind's story is marked out by profound changes in how we use our hands, it is also marked by underlying patterns that never change. And as much as the things we do with

our hands reflect our psychological state, they can also change that state profoundly... Drawing examples from popular culture, art history, psychoanalysis, modern technology and clinical research, Darian Leader presents a unique and fascinating odyssey through the history of what human beings do with their hands - and why. When Nadia is chosen to be a flower girl in Auntie Laila's traditional Pakistani wedding, her hands are decorated with beautiful designs made with mehndi, and she comes to understand the rich culture she has inherited. Let's get hands-on with 50 fun science activities! The best-selling team behind Hands-On Science present 50 more fun DIY science activities. In More Hands-On Science you'll be blown away by interesting experiments, reactions, inventions and coding. It's jam-packed with fast facts and has fascinating quiz questions to test your knowledge! With step-by-step instructions and illustrations, as well as real-world examples, these new activities use easy-to-find materials to help you discover the answers to amazing science questions. More Hands-On Science features topics such as motion, light, sound, chemical reactions, engineering, tech and patterns. Discover how to make a mini-greenhouse, reverse drums, spinning soakers, jelly lenses, rainbow torches, a superhero name generator and much more! Handbook that gives quick access to the basics of English. Makes grammar visual with symbols to represent parts of speech. Also includes information on usage, capitalization, punctuation, spelling, vocabulary, reading, writing, and studying. Second edition, expanded by 32 pages, includes new information on decoding, paragraph development, and conciseness. For students, teachers, parents, home educators, people learning English as a subsequent language, anyone (9 years or older) who wants to improve skill with English. Design and develop high-performance, reusable, and maintainable applications using traditional and modern Julia patterns with this comprehensive guide Key FeaturesExplore useful design patterns along with object-oriented programming in Julia 1.0Implement macros and metaprogramming techniques to make your code faster, concise, and efficientDevelop the skills necessary to implement design patterns for creating robust and maintainable

applications **Book Description** Design patterns are fundamental techniques for developing reusable and maintainable code. They provide a set of proven solutions that allow developers to solve problems in software development quickly. This book will demonstrate how to leverage design patterns with real-world applications. Starting with an overview of design patterns and best practices in application design, you'll learn about some of the most fundamental Julia features such as modules, data types, functions/interfaces, and metaprogramming. You'll then get to grips with the modern Julia design patterns for building large-scale applications with a focus on performance, reusability, robustness, and maintainability. The book also covers anti-patterns and how to avoid common mistakes and pitfalls in development. You'll see how traditional object-oriented patterns can be implemented differently and more effectively in Julia. Finally, you'll explore various use cases and examples, such as how expert Julia developers use design patterns in their open source packages. By the end of this Julia programming book, you'll have learned methods to improve software design, extensibility, and reusability, and be able to use design patterns efficiently to overcome common challenges in software development. What you will learn Master the Julia language features that are key to developing large-scale software applications Discover design patterns to improve overall application architecture and design Develop reusable programs that are modular, extendable, performant, and easy to maintain Weigh up the pros and cons of using different design patterns for use cases Explore methods for transitioning from object-oriented programming to using equivalent or more advanced Julia techniques Who this book is for This book is for beginner to intermediate-level Julia programmers who want to enhance their skills in designing and developing large-scale applications. Vibrant woodcuts are paired with new poems, creating a special dialogue between image and text, each throwing light on the other This collaboration has found a new resonance during the current pandemic, with our heightened awareness of the power of touch. The artworks celebrate the ability of hands to make, do, and communicate This creative

collaboration between artist Naoko Matsubara and poet Penny Boxall celebrates in words and colours the beauty and variety of the human hand. The series of dynamic woodcuts at the heart of this book was initially inspired by the artist's wonder at the busy hand movements of her baby son and grew into a wider celebration of hands in all their extraordinary variety - hands engaged in music, sport, prayer, or creative acts. The woodcuts convey a sense of joy and energy, whether exploring the symbolism of gestures, playing with form and colour, or expressing a mood or emotion. Penny Boxall's new poems were specially written to accompany the woodcuts. In their clarity and playfulness, their range of mood and their deceptive simplicity, they form a remarkable creative synergy with the art works. During the coronavirus pandemic the subject of hands - and the idea of touch or its absence - has taken on a new significance. Many of the images in the series have taken on powerful new meanings: healing hands, hands finding ways to occupy hours of furlough, or hands clapping in support of those working to keep us safe. We are particularly delighted that this elegant book has been designed by Yoshiki Waterhouse, Naoko Matsubara's son, whose baby hands were the original inspiration for the series. Used for gestures of communication, environmental exploration, and the grasping and manipulating of objects, the hand has a vital role in our lives. The hand's anatomical structure and neural control are among the most complex and detailed of human motor systems. *Hand and Brain* is a comprehensive overview of the hand's sensorimotor control. It discusses mediating variables in perception and prehension, the coordination of muscles with the central nervous system, the nature of movement control and hand positioning, hand-arm coordination in reaching and grasping, and the sensory function of the hand. In the last decade the rapid growth of neuroscience has been paralleled by a surge of interest in hand function. This reflects the fact that many of the fundamental issues facing neuroscientists today--including the problem of relating physiology to behavior--are central to the study of sensorimotor control of the hand. This book takes a broad interdisciplinary perspective on the control of hand movements

that includes neurophysiology, neuroanatomy, psychology and neuropsychology, and biomechanics. The authors, who have all made significant scientific contributions in their own right, have sought to introduce their chosen topics in a manner that the undergraduate reader will be able to follow without sacrificing detailed and up-to-date coverage of the major developments. Uses an interdisciplinary approach including behavioral and neurophysiological data Describes a variety of experimental methodologies Treats neural computations necessary for the control of movement Covers implications of biomechanics for control, sensory mechanisms, and perceptual processing (haptics) Includes manipulative hand function as well as reaching Overviews each group of chapters using link sections Contains an integrated index and a glossary The five sections cover:

Mediating variables in perception and prehension The coordination of muscles with the central nervous system The nature of movement control and hand positioning Hand-arm coordination in reaching and grasping The sensory function of the hand

Master the Art of Writing Enthralling Tales for the Youngest pre-and emerging readers! Fully updated and thoroughly revised, *Writing Picture Books Revised and Expanded Edition* is the go-to resource for writers crafting stories for children ages two to eight. You'll learn the unique set of skills it takes to bring your story to life by using tightly focused text and leaving room for the illustrator to be creative. Award-winning author Ann Whitford Paul helps you develop the skills you need by walking you through techniques and exercises specifically for picture book writers. You'll find:

- Instruction on generating ideas, creating characters, point-of-view, beginnings and endings, plotting, word count, rhyme, and more
- Unique methods for using poetic techniques to enrich your writing
- Hands-on revision exercises (get out your scissors, tape, and highlighters) to help identify problems and improve your picture book manuscripts
- Updated tips for researching the changing picture book market, approaching publishers, working with an agent, and developing a platform
- All new quizzes and examples from picture books throughout
- New chapters cover issues such as page turns, agents, and self-publishing

Whether you're just

starting out as a picture book writer or have tried unsuccessfully to get your work published, *Writing Picture Books Revised and Expanded Edition* is just what you need to craft picture books that will appeal to young children and parents, and agents and editors. *The Hands-on Guide to Clinical Reasoning in Medicine* is the perfect companion to your time on clinical placements, providing an easy-to-read, highly visual guide to help develop your clinical decision making skills, and transfer your knowledge into practice. Packed full of useful tips, key boxes, exercises and summaries that are designed to help you apply the knowledge gained in clinical practice. Divided into the common clinical placements that you would find yourself in: Respiratory, Cardiovascular, Neurology, Geriatrics, Gastroenterology, Nephrology, Endocrinology and Rheumatology, each chapter covers the diagnosis of common clinical conditions, as well as decision-making in their investigation and management. Written for medical students in their clinical years, as well as new doctors and advanced nurse practitioners, *The Hands-on Guide to Clinical Reasoning in Medicine* provides students with an accessible resource for honing their clinical reasoning skills. Take the stress out of clinical decision making with *The Hands-on Guide!* A one-of-a-kind guide to active, engaging learning strategies for aging studies *Harnessing the proven benefits of active learning strategies*, this is the first activity book created for a broad spectrum of courses in aging-related higher education. It features 32 classroom and community-based educational activities for instructors seeking to introduce and/or enhance aging content in their courses. Underscoring the interdisciplinary nature of aging studies, the book encompasses teaching strategies for instructors in such disciplines as Counseling, Family Studies, Gerontology, Geriatrics, Medicine, Psychology, Public Administration, Public Health, Nursing, Social Work, Sociology, Speech Pathology, and others. This peer-reviewed collection of hands-on activities is designed by noted educators in aging and incorporates AGHE competencies. It offers clear, step-by-step procedures for implementing each activity including preparation, introduction, the activity itself, discussion/reflection, wrap-up, and assessment. The book also

addresses learning outcomes and includes recommendations for number of participants, settings, materials, and time required. Encompassing key, impactful issues affecting older individuals, the text examines Ageism and Aging in the Media, Dementia, Demography, Health Care, Housing, Physical Aging, Policy and Politics of Aging, Positive Interactions with Older Adults, and Spirituality. In addition to its value to students, the book's activities are also beneficial to professionals instructing or participating in staff trainings, in-services, and continuing education. Key Features: Contains 32 experiential learning activities for students in a great variety of aging-related disciplines Designed for activities in the classroom, in the community, on line, and take-home Provides clear, step-by-step procedures for each activity from implementation through assessment Addresses student learning outcomes and includes a glossary Incorporates AGHE competencies

A philosopher/mechanic's wise (and sometimes funny) look at the challenges and pleasures of working with one's hands "This is a deep exploration of craftsmanship by someone with real, hands-on knowledge. The book is also quirky, surprising, and sometimes quite moving." —Richard Sennett, author of The Craftsman Called "the sleeper hit of the publishing season" by The Boston Globe, Shop Class as Soulcraft became an instant bestseller, attracting readers with its radical (and timely) reappraisal of the merits of skilled manual labor. On both economic and psychological grounds, author Matthew B. Crawford questions the educational imperative of turning everyone into a "knowledge worker," based on a misguided separation of thinking from doing. Using his own experience as an electrician and mechanic, Crawford presents a wonderfully articulated call for self-reliance and a moving reflection on how we can live concretely in an ever more abstract world. The perfect companion for student midwives in clinical settings, packed full of useful and practical information to help guide and enable you to get the best out of your midwifery placements. This compact, portable text includes what to expect on each type of placement – whether it be working in a low or high risk environment – from how to prepare for practice, what you can

anticipate whilst you're there, the key essential skills to acquire, what pitfalls and problems to be aware of, and how to deal with them if they do arise. Each chapter contains 'Top Tips' from current or recently qualified midwifery students, as well as real life student experiences and suggestions for further readings. This text details a six step process for anyone to use in training workers on job skills.

But Captain, it's too cold outside! We'll freeze in all this snow! A pirate likes the weather warm. We're staying down below! Shiver me timbers! Captain Cutlass's crew don't want to come out because they say it's too cold! How can he persuade them to come out and have some freezing fun? And what skulduggery awaits them on the horizon? With delightful rhyming text, humorous illustrations and things to spot and count, All Hands on Deck! will warm up your little pirates and have them joining in with the winter pirate fun!

Other titles in the Skullabones Island series from Ladybird Books: *Yo-ho-ho* (A Ladybird noisy book), *A Week of Pirate Tales*, *All Aboard the Pirate Ship* (A Ladybird Lift-the-Flap book), *Pirate Playtime* (A Ladybird sticker activity book), *Pirate Time* (A Ladybird clock book), *How to be a Skullabones Pirate* (A Ladybird sticker activity book), *Five Minutes to Bed* *Pirate Post and Teatime for Pirates*

"For three years, Bill Westheimer photographed 150 portraits in New York, New Jersey, and Scotland for The Manual Project. This book is the culmination of his investigation into the personalities of hands."-- "But Captain, we're not tired yet! We're terrors of the seven seas! We're rough tough noisy pirates! Just five more minutes, please!" Captain Cutlass's crew aren't quite ready for bed yet. What jobs can he find to keep his trusty pirates busy? Why, there's washing to scrub and hats to stitch and cracks in the hull to seal with pitch! With delightful rhyming text, humorous illustrations, and read-along audio narration, *Five Minutes to Bed!* will help your little darlings go to bed and stay there.

Science graduate Kurimusubi Daisuke continues to study the complex zoology of monster girls in the fantasy world he now calls home. While bringing peace and developing technology to their villages, he sets his sights on a side quest: add one girl of each species he encounters to his personal harem! Through a series of recent breakthroughs, deep

learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets Learn the core theory and explore real-world networking issues with this richly illustrated example-based textbook. It includes case studies and numerous laboratory exercises that connect theory and practice through hands-on experimentation with real networking devices. Its bottom-up approach is easy for students to follow and perfect for lab-oriented courses. Describes for young readers left and right hands and what they can do. Includes activities. This comprehensive text by Anthony Maiello on the art of conducting is designed to be hands on, user friendly, playable by any instrumentation, a step-by-step approach to baton technique, great for use with a wind, string or voice conducting class, and excellent as a refresher course for all conductors at all levels of ability. The 232-page book covers a variety of conducting issues and the included recording contains all the musical exercises in the book (there are more than 100). Hands On is the first of a three-part erotic series from New York Times and USA best-selling author Cathryn Fox. When hot as hell Danielle Lang showed up and asked me to teach her about sex, I

thought I was hallucinating. Turns out the beautiful psychologist needed an extra bit of schooling in all things sexual so she could teach a class. I'm always up for helping a friend. I mean, it's the least I can do. What I wasn't expecting is for her to turn the tables and teach me a few things. Only this short-term promise of two weeks in her bed is going by a little too quickly. Not that I'm thinking forever or anything. I've got a football career to get back to. And she doesn't want to be a part of my world. There's no way we can be together—so I'm going to make sure I enjoy every sexy second.... This is the first of a three-part series full of mind-blowing sex, featuring a dirty-mouthed football player who knows the score and an inexperienced therapist who needs to learn it. *HANDS ON* is sure to leave readers begging for more. The next installment, *Body Contact*, will be published August 2016. The *Hands On* serial is best enjoyed in order. Reading Order: Book #1 *Hands On* Book #2 *Body Contact* Book #3 *Full Exposure* This hands-on guide offers practical advice on all aspects of science communication. It features a tightly interwoven fabric of issues: product types, target groups, written communication, visual communication, validation processes, practices of efficient workflow, distribution, promotion, advertising, and much more. Extremely practical, the guide provides the necessary "shortcuts" to produce outreach products of high quality. All concepts are explained with simple terms and illustrative examples while check lists and short "to-the-point" overviews enable rapid progress and quick results. New science communicators as well as seasoned presenters will find this guide both helpful and inspirational. An introductory textbook offering a low barrier entry to data science; the hands-on approach will appeal to students from a range of disciplines. This textbook provides a progressive approach to the teaching of software engineering. First, readers are introduced to the core concepts of the object-oriented methodology, which is used throughout the book to act as the foundation for software engineering and programming practices, and partly for the software engineering process itself. Then, the processes involved in software engineering are explained in more detail, especially methods and their applications in design, implementation, testing,

and measurement, as they relate to software engineering projects. At last, readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands-on project. The impact of such a format is the potential for quicker and deeper understanding. Readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters. Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from "Hello, World" to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from "Hello, World" to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X. A text editor, such as Visual Studio Code. A video card and drivers capable of running OpenGL 3.2. 'Raw, intense and absorbing.' MATT HAIG 'As tender and funny as it is painful.' TLS Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming

languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses, and beyond. Rather than bog you down with a lot of theory, *The Book of Ruby* takes a hands-on approach and focuses on making you productive from day one. As you follow along, you'll learn to:

- Leverage Ruby's succinct and flexible syntax to maximize your productivity
- Balance Ruby's functional, imperative, and object-oriented features
- Write self-modifying programs using dynamic programming techniques
- Create new fibers and threads to manage independent processes concurrently
- Catch and recover from execution errors with robust exception handling
- Develop powerful web applications with the Ruby on Rails framework

Each chapter includes a "Digging Deeper" section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, *The Book of Ruby* is your guide to rapid, real-world software development with this unique and elegant language. Contains information, theory, diagrams and tables on various aspects of cinematography, ranging from camera choice, maintenance and threading diagrams; to electricity on location, equipment checklists, film stock, lenses, light and colour. This work includes sections on special effects and utilities. The "Hands On" Manual for Cinematographers contains a wealth of information, theory, diagrams and tables on all aspects of cinematography. Widely recognised as the "Cinematographer's Bible" the book is organised in a unique manner for easy reference on location, and remains an essential component of the cameraman's box. Everything you need to know about cinematography can be found in this book - from camera choice, maintenance and threading diagrams; to electricity on location, equipment checklists, film stock, lenses, light and colour. Of particular use will be the mathematics, formulae, look up tables and step by step examples used for everything from imperial/metric conversions to electricity, exposure, film length, running times, lights and optics. Sections on special effects and

utilities are also included as well as a list of useful websites. Avoid wasting time and get CLARITY on how to eliminate pain so that you can be more active without pills, injections, or surgery. If you suffer from hand, wrist, elbow or shoulder problems, feel stuck, and are unsure what can actually be done about it, then this book is for you. Don't go another day waiting and suffering through annoying, nagging pain because you think, "I'm just getting old" or "it's not that bad yet." The problem may have you thinking that it doesn't "stop" you from doing anything, but it has probably slowed you down and kept you from doing all the things you love with the same level of energy. Now is the time to get back to living your full life. If your arm and hand issues get in the way of work, hobbies, and everyday life, now is the time to read this book. Inside you will discover: Why you don't have to continue suffering with nagging and annoying aches and pain-What is stopping you from getting real answers and how to get unstuck-Steps and advice to get you on the path to relief from arm and hand problems-How to save time and money in the short and long run-How stay fit and pain free-And so much more....

About the Author: Hoang Tran is the leading Occupational Therapist and Certified Hand Therapist in Miami, FL. She is the founder of a private therapy clinic in Miami, Hands-on Therapy Services, where she works with people 40+ to stay active, pain free, and avoid pills, injections, and surgery. She particularly specializes in helping those with arm and hand injuries. With almost 20 years of experience in the field, she also teaches and mentors other occupational therapists.

Internet of Things (IoT) refers to physical and virtual objects that have unique identities and are connected to the internet to facilitate intelligent applications that make energy, logistics, industrial control, retail, agriculture and many other domains "smarter". Internet of Things is a new revolution of the Internet that is rapidly gathering momentum driven by the advancements in sensor networks, mobile devices, wireless communications, networking and cloud technologies. Experts forecast that by the year 2020 there will be a total of 50 billion devices/things connected to the internet. This book is written as a textbook on Internet of Things for educational programs at

colleges and universities, and also for IoT vendors and service providers who may be interested in offering a broader perspective of Internet of Things to accompany their own customer and developer training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. Like our companion book on Cloud Computing, we have tried to write a comprehensive book that transfers knowledge through an immersive "hands on" approach, where the reader is provided the necessary guidance and knowledge to develop working code for real-world IoT applications. Additional support is available at the book's website: www.internet-of-things-book.com

Organization

The book is organized into 3 main parts, comprising of a total of 11 chapters. Part I covers the building blocks of Internet of Things (IoT) and their characteristics. A taxonomy of IoT systems is proposed comprising of various IoT levels with increasing levels of complexity. Domain specific Internet of Things and their real-world applications are described. A generic design methodology for IoT is proposed. An IoT system management approach using NETCONF-YANG is described. Part II introduces the reader to the programming aspects of Internet of Things with a view towards rapid prototyping of complex IoT applications. We chose Python as the primary programming language for this book, and an introduction to Python is also included within the text to bring readers to a common level of expertise. We describe packages, frameworks and cloud services including the WAMP-AutoBahn, Xively cloud and Amazon Web Services which can be used for developing IoT systems. We chose the Raspberry Pi device for the examples in this book. Reference architectures for different levels of IoT applications are examined in detail. Case studies with complete source code for various IoT domains including home automation, smart environment, smart cities, logistics, retail, smart energy, smart agriculture, industrial control and smart health, are described. Part III introduces the reader to advanced topics on IoT including IoT data analytics and Tools for IoT. Case

studies on collecting and analyzing data generated by Internet of Things in the cloud are described. With hands from all corners of society, from builders to world class musicians, artists to grave-diggers, this is an insightful and moving book of striking photographs. Here are a series of stories about people, told with images and words - stories of very different lives from a wide range of backgrounds. Poems from Bernard Levinson's four published collections as well as a new unpublished collection are gathered together into one volume, *Collected Poems*. Those previously published collections are *From Breakfast to Madness* (Ravan Press 1974); *Welcome to the Circus* (Justified Press 1991); *I See You* (Southern College Publishers 2001) and *I Dreamt I Was Flying* (Nimrod Publishers 2007). One failing of many forensic science textbooks is the isolation of chapters into compartmentalized units. This format prevents students from understanding the connection between material learned in previous chapters with that of the current chapter. Using a unique format, *A Hands-On Introduction to Forensic Science: Cracking the Case* approaches the topic of forensic science from a real-life perspective in a way that these vital connections are encouraged and established. The book utilizes an ongoing fictional narrative throughout, entertaining students as it provides hands-on learning in order to "crack the case." As two investigators try to solve a missing persons case, each succeeding chapter reveals new characters, new information, and new physical evidence to be processed. A full range of topics are covered, including processing the crime scene, lifting prints, trace and blood evidence, DNA and mtDNA sequencing, ballistics, skeletal remains, and court testimony. Following the storyline, students are introduced to the appropriate science necessary to process the physical evidence, including math, physics, chemistry, and biology. The final element of each chapter includes a series of cost-effective, field-tested lab activities that train students in processing, analyzing, and documenting the physical evidence revealed in the narrative. Practical and realistic in its approach, this book enables students to understand how forensic science operates in the real world. A comprehensive resource to the construction, use, and

modification of the wide variety of adsorptive and chromatographic separations Design, Simulation and Optimization of Adsorptive and Chromatographic Separations offers the information needed to effectively design, simulate, and optimize adsorptive and chromatographic separations for a wide range of industrial applications. The authors?noted experts in the field?cover the fundamental principles, the applications, and a range of modeling techniques for the processes. The text presents a unified approach that includes the ideal and intermediate equations and offers a wealth of hands-on case studies that employ the rigorous simulation packages Aspen Adsorption and Aspen Chromatography. The text reviews the effective design strategies, details design considerations, and the assumptions which the modelers are allowed to make. The authors also cover shortcut design methods as well as mathematical tools that help to determine optimal operating conditions. This important text:

- Covers everything from the underlying phenomena to model optimization and the customization of model code*
- Includes practical tutorials that allow for independent review and study*
- Offers a comprehensive review of the construction, use, and modification of the wide variety of adsorptive and chromatographic separations*
- Contains contributions from three noted experts in the field*

Written for chromatographers, process engineers, chemists, and other professionals, Design, Simulation and Optimization of Adsorptive and Chromatographic Separations offers a comprehensive review of the construction, use, and modification of adsorptive and chromatographic separations. About the Book Recent industry surveys expect the cloud computing services market to be in excess of \$20 billion and cloud computing jobs to be in excess of 10 million worldwide in 2014 alone. In addition, since a majority of existing information technology (IT) jobs is focused on maintaining legacy in-house systems, the demand for these kinds of jobs is likely to drop rapidly if cloud computing continues to take hold of the industry. However, there are very few educational options available in the area of cloud computing beyond vendor-specific training by cloud providers themselves. Cloud computing courses have not found

their way (yet) into mainstream college curricula. This book is written as a textbook on cloud computing for educational programs at colleges. It can also be used by cloud service providers who may be interested in offering a broader perspective of cloud computing to accompany their own customer and employee training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. We have tried to write a comprehensive book that transfers knowledge through an immersive "hands-on approach", where the reader is provided the necessary guidance and knowledge to develop working code for real-world cloud applications. Additional support is available at the book's website: www.cloudcomputingbook.info

Organization The book is organized into three main parts. Part I covers technologies that form the foundations of cloud computing. These include topics such as virtualization, load balancing, scalability & elasticity, deployment, and replication. Part II introduces the reader to the design & programming aspects of cloud computing. Case studies on design and implementation of several cloud applications in the areas such as image processing, live streaming and social networks analytics are provided. Part III introduces the reader to specialized aspects of cloud computing including cloud application benchmarking, cloud security, multimedia applications and big data analytics. Case studies in areas such as IT, healthcare, transportation, networking and education are provided.

Introduction to Research Methods: A Hands-On Approach makes learning research methods easy for students by giving them activities they can experience and do on their own. With clear, simple, and even humorous prose, this text offers students a straightforward introduction to an exciting new world of social science and behavioral research. Rather than making research seem intimidating, author Bora Pajo shows students how research can be an easy, ongoing conversation on topics that matter in their lives. Each chapter includes real research examples that illustrate specific topics that the chapter

covers, guides that help students explore actual research challenges in more depth, and ethical considerations relating to specific chapter topics.

3 Reasons Why You'll Want to Read This Book

- 1. Conducting research can be fun when you see it in terms that relate to your everyday life.*
- 2. Knowing how to do research will open many doors for you in your career. It will open your mind to new ideas on what you might pursue in the future (e.g., becoming an entrepreneur, opening your own nongovernmental organization, or running your own health clinic), and give you an extra analytic skill to brag about in your job interviews.*
- 3. Understanding research will make you an educated consumer. You will be able to evaluate the information before you and determine what to accept and what to reject. Truth be told, understanding research will save you money in the short and long term*.*

**From Chapter 1 of Introduction to Research Methods: A Hands-On Approach "A startling argument . . . provocative . . . absorbing." --The Boston Globe "Ambitious . . . arresting . . . celebrates the importance of hands to our lives today as well as to the history of our species." --The New York Times Book Review*

The human hand is a miracle of biomechanics, one of the most remarkable adaptations in the history of evolution. The hands of a concert pianist can elicit glorious sound and stir emotion; those of a surgeon can perform the most delicate operations; those of a rock climber allow him to scale a vertical mountain wall. Neurologist Frank R. Wilson makes the striking claim that it is because of the unique structure of the hand and its evolution in cooperation with the brain that Homo sapiens became the most intelligent, preeminent animal on the earth. In this fascinating book, Wilson moves from a discussion of the hand's evolution--and how its intimate communication with the brain affects such areas as neurology, psychology, and linguistics--to provocative new ideas about human creativity and how best to nurture it. Like Oliver Sacks and Stephen Jay Gould, Wilson handles a daunting range of scientific knowledge with a surprising deftness and a profound curiosity about human possibility. Provocative, illuminating, and delightful to read, The Hand encourages us to think in new ways about one of our most taken-for-granted assets. "A mark of the

book's excellence [is that] it makes the reader aware of the wonder in trivial, everyday acts, and reveals the complexity behind the simplest manipulation." --The Washington Post

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