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I Will Teach You to Be Rich, Second Edition
 PC Hardware in a Nutshell
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CAMILA KYLER

I Will Teach You to Be Rich, Second Edition Addison Wesley Longman

Why doesn't your home page appear on the first page of search results, even when you query your own name? How do other web pages always appear at the top? What creates these powerful rankings? And how? The first book ever about the science of web page rankings, Google's PageRank and Beyond supplies the answers to these and other questions and more. The book serves two very different audiences: the curious science reader and the technical computational reader. The chapters build in mathematical sophistication, so that the first five are accessible to the general academic reader. While other chapters are much more mathematical in nature, each one contains something for both audiences. For example, the authors include entertaining asides such as how search engines make money and how the Great Firewall of China influences research. The book includes an extensive background chapter designed to help readers learn more about the mathematics of search engines, and it contains several MATLAB codes and links to sample web data sets. The philosophy throughout is to encourage readers to experiment with the ideas and algorithms in the text. Any business seriously interested in improving its rankings in the major search engines can benefit from the clear examples, sample code, and list of resources provided. Many illustrative examples and entertaining asides MATLAB code Accessible and informal style Complete and self-contained section for mathematics review

PC Hardware in a Nutshell Logos-A

This second edition includes new exercises for each chapter, a quantitative treatment of speedup, seismic migration, using a workstation network as a parallel computer, recent changes in technology, more languages, fat trees, wormhole switching, new SIMD hardware, an expanded section on CM-2, new MIMD hardware, using workstation clusters as a MIMD system, and directory based caches. Annotation copyright by Book News, Inc., Portland, OR

Digital Vertigo MIT Press

William Aspray provides the first broad and detailed account of von Neumann's many different contributions to computing. John von Neumann (1903-1957) was unquestionably one of the most brilliant scientists of the twentieth century. He made major contributions to quantum mechanics and mathematical physics and in 1943 began a new and all-too-short career in computer science. William Aspray provides the first broad and detailed account of von Neumann's many different contributions to computing. These, Aspray reveals, extended far beyond his well-known work in the design and construction of computer systems to include important scientific applications, the revival of numerical analysis, and the creation of a theory of computing. Aspray points out that from the beginning von Neumann took a wider and more theoretical view than other computer pioneers. In the now famous EDVAC report of 1945, von Neumann clearly stated the idea of a stored program that resides in the computer's memory along with the data it was to operate on. This stored program computer was described in terms of idealized neurons, highlighting the analogy between the digital computer and the human brain. Aspray describes von Neumann's development during the next decade, and almost entirely alone, of a theory of complicated information processing systems, or automata, and the introduction of themes such as learning, reliability of systems with unreliable components, self-replication, and the importance of memory and storage capacity in biological nervous systems; many of these themes remain at the heart of current investigations in parallel or neurocomputing. Aspray allows the record to speak for itself. He unravels an intricate sequence of stories generated by von Neumann's work and brings into focus the interplay of personalities centered about von Neumann. He documents the complex interactions of science, the military, and

business and shows how progress in applied mathematics was intertwined with that in computers. William Aspray is Director of the Center for the History of Electrical Engineering at The Institute of Electrical and Electronics Engineers.

Windows XP Annoyances Springer Science & Business Media
 In an ideal world, an operating system would do its work in the background while you did your work in the foreground. In our world, however, operating systems constantly get in the way, and Windows XP is no exception. There hasn't been such a dramatic change in Windows computing since the introduction of Windows 95. Windows XP contains dozens of important new features designed to make your work easier, including improved performance, but also introduces numerous quirks and unaccountable behaviors that are guaranteed to increase your level of perplexity and frustration. O'Reilly's popular series for troubleshooting Windows comes to the rescue with Windows XP Annoyances. This book is not designed to complain or criticize, but to acknowledge the problems and shortcomings of the operating system in order to overcome them. Complete with a collection of tools and techniques, this book allows users to improve their experience with Windows XP and establish control of the machine--rather than the other way around. Based on the author's popular Windows Annoyances web site (<http://www.annoyances.org>), Windows XP Annoyances offers solutions, tips, workarounds and warnings that enable you to both customize and troubleshoot Windows, including: Understanding the Windows Registry, including the use of the Registry Editor and advanced topics such as finding the right Registry Keys and restoring a corrupted registry Customizing the interface beyond Microsoft's intentions, including many undocumented tweaks Mastering Windows built-in networking capabilities, including advanced technologies such as Internet Connection Sharing, Remote Desktop sharing, and virtual private networking Repairing Windows XP now that the DOS safety net is gone As author David Karp says, "The more you know about a tool you use--specifically, Microsoft Windows XP--the better your day-to-day experience with it will be." Windows XP Annoyances is the intermediate and advanced Windows user's best resource for turning Windows into the user-friendly, customizable interface it was meant to be.

Volume 1: Spring John Wiley & Sons

The Explanation Of Uml, Intelligently Integrated Into The Book, Conveys The Heart And Soul Of True Object Oriented Architecture And Engineering

Google's PageRank and Beyond "O'Reilly Media, Inc."

PC Hardware in a Nutshell is the practical guide to buying, building, upgrading, and repairing Intel-based PCs. A longtime favorite among PC users, the third edition of the book now contains useful information for people running either Windows or Linux operating systems. Written for novices and seasoned professionals alike, the book is packed with useful and unbiased information, including how-to advice for specific components, ample reference material, and a comprehensive case study on building a PC. In addition to coverage of the fundamentals and general tips about working on PCs, the book includes chapters focusing on motherboards, processors, memory, floppies, hard drives, optical drives, tape devices, video devices, input devices, audio components, communications, power supplies, and maintenance. Special emphasis is given to upgrading and troubleshooting existing equipment so you can get the most from your existing investments. This new edition is expanded to include: Detailed information about the latest motherboards and chipsets from AMD, Intel, SIS, and VIA Extensive coverage of the Pentium 4 and the latest AMD processors, including the Athlon XP/MP Full details about new hard drive standards, including the latest SCSI standards, ATA/133, Serial ATA, and the new 48-bit "Big Drive" ATA interface Extended coverage of DVD drives, including DVD-RAM, DVD-R/RW, and DVD+R/RW Details about Flat Panel Displays, including how to choose one (and why you might not want to) New chapters on serial communications, parallel communications, and USB communications (including USB 2.0) Enhanced troubleshooting coverage PC Hardware in a Nutshell,

3rd Edition provides independent, useful and practical information in a no-nonsense manner with specific recommendations on components. Based on real-world testing over time, it will help you make intelligent, informed decisions about buying, building, upgrading, and repairing PCs in a cost effective manner that will help you maximize new or existing computer hardware systems. It's loaded with real-world advice presented in a concise style that clearly delivers just the information you want, without your having to hunt for it.

Patterns for Parallel Software Design Pearson Education India
 Essential reading to understand patterns for parallel programming Software patterns have revolutionized the way we think about how software is designed, built, and documented, and the design of parallel software requires you to consider other particular design aspects and special skills. From clusters to supercomputers, success heavily depends on the design skills of software developers. Patterns for Parallel Software Design presents a pattern-oriented software architecture approach to parallel software design. This approach is not a design method in the classic sense, but a new way of managing and exploiting existing design knowledge for designing parallel programs. Moreover, such approaches enhance not only build-time properties of parallel systems, but also, and particularly, their run-time properties. Features known solutions in concurrent and distributed programming, applied to the development of parallel programs Provides architectural patterns that describe how to divide an algorithm and/or data to find a suitable partition and link it with a programming structure that allows for such a division Presents an architectural point of view and explains the development of parallel software Patterns for Parallel Software Design will give you the skills you need to develop parallel software.

Programming C# "O'Reilly Media, Inc."

This book is a single reference that's indispensable for Excel beginners, intermediate users, power users, and would-be power users everywhere Fully updated for the new release, this latest edition provides comprehensive, soup-to-nuts coverage, delivering over 900 pages of Excel tips, tricks, and techniques readers won't find anywhere else John Walkenbach, aka "Mr. Spreadsheet," is one of the world's leading authorities on Excel Thoroughly updated to cover the revamped Excel interface, new file formats, enhanced interactivity with other Office applications, and upgraded collaboration features Includes a valuable CD-ROM with templates and worksheets from the book Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Windows XP in a Nutshell Prentice Hall Professional
 THE CONTEXT OF PARALLEL PROCESSING The field of digital computer architecture has grown explosively in the past two decades. Through a steady stream of experimental research, tool-building efforts, and theoretical studies, the design of an instruction-set architecture, once considered an art, has been transformed into one of the most quantitative branches of computer technology. At the same time, better understanding of various forms of concurrency, from standard pipelining to massive parallelism, and invention of architectural structures to support a reasonably efficient and user-friendly programming model for such systems, has allowed hardware performance to continue its exponential growth. This trend is expected to continue in the near future. This explosive growth, linked with the expectation that performance will continue its exponential rise with each new generation of hardware and that (in stark contrast to software) computer hardware will function correctly as soon as it comes off the assembly line, has its down side. It has led to unprecedented hardware complexity and almost intolerable development costs. The challenge facing current and future computer designers is to institute simplicity where we now have complexity; to use fundamental theories being developed in this area to gain performance and ease-of-use benefits from simpler circuits; to understand the interplay between technological capabilities and limitations, on the one hand, and design decisions based on user

and application requirements on the other.

Successful Software Development St. Martin's Press

"Digital Vertigo provides an articulate, measured, contrarian voice against a sea of hype about social media. As an avowed technology optimist, I'm grateful for Keen who makes me stop and think before committing myself fully to the social revolution."

—Larry Downes, author of *The Killer App* In *Digital Vertigo*,

Andrew Keen presents today's social media revolution as the most wrenching cultural transformation since the Industrial Revolution. Fusing a fast-paced historical narrative with front-line stories from today's online networking revolution and critiques of "social" companies like Groupon, Zynga and LinkedIn, Keen argues that the social media transformation is weakening, disorienting and dividing us rather than establishing the dawn of a new egalitarian and communal age. The tragic paradox of life in the social media age, Keen says, is the incompatibility between our internet longings for community and friendship and our equally powerful desire for online individual freedom. By exposing the shallow core of social networks, Andrew Keen shows us that the more electronically connected we become, the lonelier and less powerful we seem to be.

John von Neumann and the Origins of Modern Computing Workman Publishing Company

The groundbreaking *NEW YORK TIMES* and *WALL STREET*

JOURNAL BESTSELLER that taught a generation how to earn more, save more, and live a rich life—now in a revised 2nd edition. Buy as many lattes as you want. Choose the right accounts and investments so your money grows for you—automatically. Best of all, spend guilt-free on the things you love. Personal finance expert Ramit Sethi has been called a "wealth wizard" by *Forbes* and the "new guru on the block" by *Fortune*. Now he's updated and expanded his modern money classic for a new age, delivering a simple, powerful, no-BS 6-week program that just works. *I Will Teach You to Be Rich* will show you:

- How to crush your debt and student loans faster than you thought possible
- How to set up no-fee, high-interest bank accounts that won't gouge you for every penny
- How Ramit automates his finances so his money goes exactly where he wants it to—and how you can do it too
- How to talk your way out of late fees (with word-for-word scripts)
- How to save hundreds or even thousands per month (and still buy what you love)
- A set-it-and-forget-it investment strategy that's dead simple and beats financial advisors at their own game
- How to handle buying a car or a house, paying for a wedding,

having kids, and other big expenses—stress free

- The exact words to use to negotiate a big raise at work
- Plus, this 10th anniversary edition features over 80 new pages, including:
 - New tools
 - New insights on money and psychology
 - Amazing stories of how previous readers used the book to create their rich lives

Master your money—and then get on with your life.

Informatika "O'Reilly Media, Inc."

As with the highly popular original, this new edition of *Soil Sampling, Preparation, and Analysis* provides students with an exceptionally clear description of the sampling and analysis methods most commonly used in modern soil laboratories around the world. What sets it apart as the first choice of professors is the grounding it offers in fundamental principles, professional protocols, and specific procedures. What makes it especially popular with students is that it spares them from having to tote large volumes for the sake of a page or two. Fully revised to introduce the latest advances, the text is lucidly illustrated with original results garnered from years of hands-on experiments conducted by the author and his students. In response to requests from active users of the first edition, these new features have been added: § Three new chapters on soil and plant test methods § A focus on testing and analysis limited to edaphology, as opposed to edaphology and pedology as a whole in the ecosystem § Information and insight reflecting the author's expertise on electron microscopy and nuclear magnetic resonance § Extensive revisions and expansion to include recent advances and shifting interests in the field

Soil Sampling, Preparation, and Analysis is divided into three sections: the first covers principles of soil sampling, sources of errors, and variability of results; the second explains common procedures for extraction and analysis in soil plant testing; and the last covers instrumentation. While Professor Tan designed and further honed the book to serve the practical needs of students, with this volume he also provides them with an essential reference that will continue to serve them throughout their training and into their careers.

Soil Sampling, Preparation, and Analysis, Second Edition "O'Reilly Media, Inc."

The programming language C# was built with the future of application development in mind. Pursuing that vision, C#'s designers succeeded in creating a safe, simple, component-based, high-performance language that works effectively with

Microsoft's .NET Framework. Now the favored language among those programming for the Microsoft platform, C# continues to grow in popularity as more developers discover its strength and flexibility. And, from the start, C# developers have relied on *Programming C#* both as an introduction to the language and a means of further building their skills. The fourth edition of *Programming C#*--the top-selling C# book on the market--has been updated to the C# ISO standard as well as changes to Microsoft's implementation of the language. It also provides notes and warnings on C# 1.1 and C# 2.0. Aimed at experienced programmers and web developers, *Programming C#*, 4th Edition, doesn't waste too much time on the basics. Rather, it focuses on the features and programming patterns unique to the C# language. New C# 2005 features covered in-depth include: Visual Studio 2005 Generics Collection interfaces and iterators Anonymous methods New ADO.NET data controls Fundamentals of Object-Oriented Programming Author Jesse Liberty, an acclaimed web programming expert and entrepreneur, teaches C# in a way that experienced programmers will appreciate by grounding its applications firmly in the context of Microsoft's .NET platform and the development of desktop and Internet applications. Liberty also incorporates reader suggestions from previous editions to help create the most consumer-friendly guide possible.

Highly Parallel Computing John Wiley & Sons

Discusses how to install, run, and configure Windows XP for both the home and office, explaining how to connect to the Internet, design a LAN, and share drives and printers, and includes tips and troubleshooting techniques.

Visual Basic 2005 For Programmers Princeton University Press

The existence of the Misfit Library is determined by wanton desire, the need for strong literature and the magical promise of a good phrase. The Misfit Library will not be trapped by genre boundaries and exists as a nexus for all things fantastic, droll, poignant and tragic. The first volume of their library collection is titled "Spring" for that is the time when all things previously planted begin to sprout, and the volume contains outrageous tales about Orwellian civilizations, monster summonings, time travel, country bank robbings, the rumination of old men, the loss of girlish innocence and the vibrant beauty of poetic license.

Introduction to Parallel Processing CRC Press

Rev. ed. of: *Cultivating successful software development.* c1997.

Excel 2007 Bible