William Fletcher Digital Design Pdf

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Digital Logic - John M. Yarbrough 1997
DIGITAL LOGIC offers the right balance of classical and up-to-date treatment of combinational and sequential logic design for a first digital logic design class. The author provides a thorough explanation of the design process, including completely worked examples beginning with simple examples and going on to problems of increasing complexity. This text contains PLD (Programmable Logic Design) coverage. Chapter 9 develops complete, worked EPROM, PLA, and EPLD design examples. The problems are developed in Chapter 7 as standard designs using SSI and MSI devices so that your students can see the difference between the two approaches.

VLSI Design - Esteban Tlelo-Cuautle 2012-01-20
This book provides some recent advances in design nanometer VLSI chips. The selected topics try to present some open problems and challenges with important topics ranging from design tools, new post-silicon devices, GPU-based parallel computing, emerging 3D integration, and antenna design. The book consists of two parts, with chapters such as: VLSI design for multi-sensor smart systems on a chip, Three-dimensional integrated circuits design for thousand-core processors, Parallel symbolic analysis of large analog circuits on GPU platforms, Algorithms for CAD tools VLSI design, A multilevel memetic algorithm for large SAT-encoded problems, etc.

The Psychic Life of Power - Judith Butler 1997
Judith Butler's new book considers the way in which psychic life is generated by the social operation of power, and how that social operation of power is concealed and fortified by the psyche that it produces. It combines social theory, philosophy, and psychoanalysis in novel ways, and offers a more sustained analysis of the theory of subject formation implicit in her previous books.

Blown to Bits - Harold Abelson 2008
'Blown to Bits' is about how the digital explosion is changing everything. The text explains the technology, why it creates so many surprises and why things often don't work the way we expect them to. It is also about things the information explosion is destroying: old assumptions about who is really in control of our lives.

An Engineering Approach to Digital Design - William I. Fletcher 1980

Software Engineering for Image Processing Systems - Philip A. Laplante 2003-07-28
Software Engineering for Image Processing Systems creates a modern engineering framework for the specification, design, coding, testing, and maintenance of image processing software and systems. The text is designed to benefit not only software engineers, but also workers with backgrounds in mathematics, the physical sciences, and other engineering

Segregation by Design - Jessica Trounstine 2018-11-15
Segregation by Design draws on more than 100 years of quantitative and qualitative data from thousands of American cities to explore how local governments generate race and class segregation. Starting in the early twentieth century, cities have used their power of land use control to determine the location and availability of housing, amenities (such as parks), and negative land uses (such as garbage dumps). The result has been segregation - first within cities and more recently between them. Documenting changing patterns of segregation and their political mechanisms, Trounstine argues that city governments have pursued these policies to enhance the wealth and resources of white property owners at the expense of people of color and the poor. Contrary to leading theories of urban politics, local democracy has not functioned to represent all residents. The result is unequal access to fundamental local services - from schools, to safe neighborhoods, to clean water.

The Tipping Point - Malcolm Gladwell 2006-11-01
From the bestselling author of The Bomber Mafia: discover Malcolm Gladwell's breakthrough debut and explore the science behind viral trends in business, marketing, and human behavior. The tipping point is that magic moment when an idea, trend, or social behavior crosses a threshold, tips, and spreads like wildfire. Just as a single sick person can start an epidemic of the flu, so too can a small but precisely targeted push cause a fashion trend, the popularity of a new product, or a drop in the crime rate. This widely acclaimed bestseller, in which Malcolm Gladwell explores and brilliantly illuminates the tipping point phenomenon, is already changing the way people throughout the world think about selling products and disseminating ideas. "A wonderful page-turner about a fascinating idea that should affect the way every thinking person looks at the world." —Michael Lewis

Gyn/Ecology - Mary Daly 2016-07-26
This revised edition includes a New Intergalactic Introduction by the Author. Mary Daly's New Intergalactic Introduction explores her process as a Crafty Pirate on the Journey of Writing Gyn/Ecology and reveals the autobiographical context of this "Thunderbolt of Rage" that she first hurled against the patriarchs in 1979 and no hurls again in the Re-Surging Movement of Radical Feminism in the Be-Dazzling Nineties.

National Education Technology Plan - Arthur P. Hershaft 2011
Education is the key to America's economic growth and prosperity and to our ability to compete in the global economy. It is the path to higher earning power for Americans and is necessary for our democracy to work. It fosters the cross-border, cross-cultural collaboration required to solve the most challenging problems of our time. The National Education Technology Plan 2010 calls for revolutionary transformation. Specifically, we must embrace innovation and technology which is at the core of virtually every aspect of our daily lives and work. This book explores the National Education Technology Plan which presents a model of learning powered by technology, with goals and recommendations in five essential areas: learning, assessment, teaching, infrastructure and productivity.

A Night to Remember - Walter Lord 1997
An absorbing, minute-by-minute account of the demise of the "unsinkable" Titanic, the massive luxury liner that housed a French "sidewalk cafe" and a grand staircase, among other extravagances, but failed to provide enough lifeboats for the 2,207 passengers on board. Reissue.

Engineering Digital Design - Richard F. Tinder 2000-01-18
Engineering Digital Design, Second Edition provides the most extensive coverage of any available textbook in digital logic and design. The new REVISED Second Edition published in September of 2002 provides 5 productivity tools free on the accompanying CD ROM. This software is also included on the Instructor's Manual CD ROM and complete instructions accompany each software program. In the REVISED Second Edition modern notation combines with state-of-the-art treatment of the most important subjects in digital

design to provide the student with the background needed to enter industry or graduate study at a competitive level. Combinatorial logic design and synchronous and asynchronous sequential machine design methods are given equal weight, and new ideas and design approaches are explored. The productivity tools provided on the accompanying CD are outlined below: [1] EXL-Sim2002 logic simulator: EXL-Sim2002 is a full-featured, interactive, schematic-capture and simulation program that is ideally suited for use with the text at either the entry or advanced-level of logic design. Its many features include drag-and-drop capability, rubber banding, mixed logic and positive logic simulations, macro generation, individual and global (or randomized) delay assignments, connection features that eliminate the need for wire connections, schematic page sizing and zooming, waveform zooming and scrolling, a variety of printout capabilities, and a host of other useful features. [2] BOOZER logic minimizer: BOOZER is a software minimization tool that is recommended for use with the text. It accepts entered variable (EV) or canonical (1's and 0's) data from K-maps or truth tables, with or without don't cares, and returns an optimal or near optimal single or multi-output solution. It can handle up to 12 functions Boolean functions and as many inputs when used on modern computers. [3] ESPRESSO II logic minimizer: ESPRESSO II is another software minimization tool widely used in schools and industry. It supports advanced heuristic algorithms for minimization of two-level, multi-output Boolean functions but does not accept entered variables. It is also readily available from the University of California, Berkeley, 1986 VLSI Tools Distribution. [4] ADAM design software: ADAM (for Automated Design of Asynchronous Machines) is a very powerful productivity tool that permits the automated design of very complex asynchronous state machines, all free of timing defects. The input files are state tables for the desired state machines. The output files are given in the Berkeley format appropriate for directly programming PLAs. ADAM also allows the designer to design synchronous state machines, timing-defect-free. The options include the lumped path delay (LPD) model or NESTED CELL model for asynchronous FSM designs, and the use of D FLIP-FLOPs for synchronous FSM designs. The background for the use of ADAM is covered in Chapters 11, 14 and 16 of the REVISED 2nd Edition. [5] A-OPS design software: A-OPS (for Asynchronous One-hot Programmable Sequencers) is another very powerful productivity tool that permits the design of asynchronous and synchronous state machines by using a programmable sequencer kernel. This software generates a PLA or PAL output file (in Berkeley format) or the VHDL code for the automated timing-defect-free designs of the following: (a) Any 1-Hot programmable sequencer up to 10 states. (b) The 1-Hot design of multiple asynchronous or synchronous state machines driven by either PLDs or RAM. The input file is that of a state table for the desired state machine. This software can be used to design systems with the capability of instantly switching between several radically different controllers on a time-shared basis. The background for the use of A-OPS is covered in Chapters 13, 14 and 16 of the REVISED 2nd Edition.

Sustainable Fashion and Textiles - Kate Fletcher 2013-12-17
Praise for the previous edition: "[A] fascinating book." John Thackara, Doors of Perception "Provides the foundations for a radical new perspective." Ethical Pulse "At last a book that dispels the idea that fashion is only interested in trend-driven fluff: not only does it have a brain, but it could be a sustainable one." Lucy Siegle, Crafts Magazine Fully revised and updated, the second edition of Sustainable Fashion and Textiles: Design Journeys continues to define the field of design in fashion and textiles. Arranged in two sections, the first four chapters represent key stages of the lifecycle: material cultivation/extraction, production, use and disposal. The remaining four chapters explore design approaches for altering the scale and nature of consumption, including service design, localism, speed and user involvement. While each chapter is complete in and of itself, their real value comes from what they represent together: innovative ways of thinking about textiles and garments based on sustainability values and an interconnected approach to design. Including a new preface, updated content and a new conclusion reflecting and critiquing developments in the field, as well as discussing future developments, the second edition promises to provide further impetus for future change, sealing Sustainable Fashion and Textiles: Design Journeys as the must-buy book for fashion and textiles professionals and students interested in sustainability.

Digital Engineering Design - Richard F. Tinder 1991
Provides modern approaches to the design and analysis of digital systems. Coverage begins with an elementary treatment of switches, moves through the fundamentals of combinational logic design, and then concentrates on synchronous and asynchronous sequential machine design.

Grand Strategy in Theory and Practice - William C. Martel 2015-01-12
This book explores fundamental questions about grand strategy, as it has evolved across generations and countries. It provides an overview of the ancient era of grand strategy and a detailed discussion of its philosophical, military, and economic foundations in the modern era. The author investigates these aspects through the lenses of four approaches - those of historians, social scientists, practitioners, and military strategists. The main goal is to provide contemporary policy makers and scholars with a historic and analytic framework in which to evaluate and conduct grand strategy. By providing greater analytical clarity about grand strategy and describing its nature and its utility for the state, this book presents a comprehensive theory on the practice of grand strategy in order to articulate the United States' past, present, and future purpose and position on the world stage.

The Graphic Design Idea Book - Gail Anderson 2016-04-13
This book serves as an introduction to the key elements of good design. Broken into sections covering the fundamental elements of design, key works by acclaimed designers serve to illustrate technical points and encourage readers to try out new ideas. Themes covered include narrative, colour, illusion, ornament, simplicity, and wit and humour. The result is an instantly accessible and easy to understand guide to graphic design using professional techniques.

Type and Image - Philip B. Meggs 1992-03-15
Type and Image The Language of Graphic Design Philip B. Meggs What is the essence of graphic design? How do graphic designers solve problems, organize space, and imbue their work with those visual and symbolic qualities that enable it to convey visual and verbal information with expression and clarity? The extraordinary flowering of graphic design in our time, as a potent means for communication and a major component of our visual culture, increases the need for designers, clients, and students to comprehend its nature. In this lively and lavishly illustrated book, the author reveals the very essence of graphic design. The elements that combine to form a design— sings, symbols, words, pictures, and supporting forms—are analyzed and explained. Graphic design's ability to function as language, and the innovative ways that designers combine words and pictures, are discussed. While all visual arts share common spatial properties, the author demonstrates that graphic space has unique characteristics that are determined by its communicative function. Graphic designs can have visual and symbolic properties which empower them to communicate with deep expression and meaning. The author defines this property as graphic resonance and explains how it occurs. After defining design as a problem-solving process, a model for this process is developed and illustrated by an in-depth analysis of actual case histories. This book will provide insight and inspiration for everyone who is interested or involved in graphic communications. While most materials about form and meaning in design have a European origin, this volume is based on the dynamic and expressive graphic design of America. The reader will find inspiration, hundreds of exciting examples by many of America's outstanding graphic designers, and keen insights in Type and Image.

The Art of Digital Design - Franklin P. Prosser 1987
Hardware -- Logic Design.

Design Activism - Alastair Fuad-Luke 2013-06-17
Design academics and practitioners are facing a multiplicity of challenges in a dynamic, complex, world moving faster than the current design paradigm which is largely tied to the values and imperatives of commercial enterprise. Current education and practice need to evolve to ensure that the discipline of design meets sustainability drivers and equips students, teachers and professionals for the near-future. New approaches, methods and tools are urgently required as sustainability expands the context for design and what it means to be a 'designer'. Design activists, who comprise a diverse range of designers, teachers and other actors, are setting new ambitions for design. They seek to fundamentally challenge how, where and when design can catalyse positive impacts to address sustainability. They are also challenging who can utilise the power of the design process. To date, examination of contemporary and emergent design activism is poorly represented in the literature. This book will provide a rigorous exploration of design activism that will re-vitalise the design debate and provide a solid platform for students, teachers, design professionals and other disciplines interested in transformative (design) activism. Design Activism provides

a comprehensive study of contemporary and emergent design activism. This activism has a dual aim - to make positive impacts towards more sustainable ways of living and working; and to challenge and reinvigorate design praxis,. It will collate, synthesise and analyse design activist approaches, processes, methods, tools and inspirational examples/outcomes from disparate sources and, in doing so, will create a specific canon of work to illuminate contemporary design discourse. Design Activism reveals the power of design for positive social and environmental change, design with a central activist role in the sustainability challenge. Inspired by past design activists and set against the context of global-local tensions, expressions of design activism are mapped. The nature of contemporary design activism is explored, from individual/collective action to the infrastructure that supports it generating powerful participatory design approaches, a diverse toolbox and inspirational outcomes. This is design as a political and social act, design to enable adaptive societal capacity for co-futuring.

3D Math Primer for Graphics and Game Development, 2nd Edition - Fletcher Dunn 2011-11-02
This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.

Navigating The Digital Shift: Implementation Strategies for Blended and Online Leraning - John Bailey 2013-10-09
Our nation's schools stand at an important "inflection point" in the history of education. Taken together, the implementation of common college and career standards, the shift to next generation assessments, the availability of affordable devices, and the growing number of high-quality digital instructional tools create an unprecedented opportunity to fundamentally shift the education system to personalize learning around the individual needs of every student. Digital Learning Now! (DLN), a national initiative under the Foundation for Excellence in Education (ExcelinEd), in association with Getting Smart, brings "Navigating the Digital Shift: Implementation Strategies for Blended and Online Learning" to readers interested in exploring the implementation challenges at the intersection of these shifts. Co-authored by John Bailey, Carri Schneider, and Tom Vander Ark, "Navigating the Digital Shift" offers updated versions of the eight papers originally released in the "DLN Smart Series" including contributions from 11 additional co-authors representing leading organizations such as Public Impact, the International Association for K-12 Online Learning (iNACOL) and The Learning Accelerator. Topics include: blended learning implementation, teaching conditions and careers, competency-based learning, student data, online learning myths, and student-based funding. Jeb Bush, Governor of Florida from 1999-2007 and Chairman of ExcelinEd, contends that the book "provides policymakers and education leaders the tools they need to use digital learning as a catalyst for improved student achievement." AASA 2013 Superintendent of the Year Dr. Mark Edwards believes the collection "provides meaningful, practical, and poignant advice as well as commentary regarding the move to college and career ready standards associated with the shift to personal online learning and digital resources." Rhode Island's Commissioner of Elementary and Secondary Education Deborah Gist describes the book as an "invaluable resource that will help educators re-imagine what our schools can look like and what our students can accomplish."

Ordinary Grace - William Kent Krueger 2014-03-04
Looking back at a tragic event that occurred during his thirteenth year, Frank Drum explores how a complicated web of secrets, adultery, and betrayal shattered his Methodist family and their small 1961 Minnesota community.

Architecture - Francis D. K. Ching 2012-07-16
A superb visual reference to the principles of architecture Now including interactive CD-ROM! For more than thirty years, the beautifully illustrated Architecture: Form, Space, and Order has been the classic introduction to the basic vocabulary of architectural design. The updated Third Edition features expanded sections on circulation, light, views, and site context, along with new considerations of environmental factors, building codes, and contemporary examples of form, space, and order. This classic visual reference helps both students and practicing architects understand the basic vocabulary of architectural design by examining how form and space are ordered in the built environment.? Using his trademark meticulous drawing, Professor Ching shows the relationship between fundamental elements of architecture through the ages and across cultural boundaries. By looking at these seminal ideas, Architecture: Form, Space, and Order encourages the reader to look critically at the built environment and promotes a more evocative understanding of architecture. In addition to updates to content and many of the illustrations, this new edition includes a companion CD-ROM that brings the book's architectural concepts to life through three-dimensional models and animations created by Professor Ching.

Distance Education for Teacher Training - Hilary Perraton 2002-03-11
First published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Seventy-nine Short Essays on Design - Michael Bierut 2012-03-20
Seventy-nine Short Essays on Design brings together the best of designer Michael Bierut's critical writing—serious or humorous, flattering or biting, but always on the mark. Bierut is widely considered the finest observer on design writing today. Covering topics as diverse as Twyla Tharp and ITC Garamond, Bierut's intelligent and accessible texts pull design culture into crisp focus. He touches on classics, like Massimo Vignelli and the cover of The Catcher in the Rye, as well as newcomers, like McSweeney's Quarterly Concern and color-coded terrorism alert levels. Along the way Nabakov's Pale Fire; Eero Saarinen; the paper clip; Celebration, Florida; the planet Saturn; the ClearRx pill bottle; and paper architecture all fall under his pen. His experience as a design practitioner informs his writing and gives it truth. In Seventy-nine Short Essays on Design, designers and nondesigners alike can share and revel in his insights.

Radical Technologies - Adam Greenfield 2017-06-13
A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We're told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield's timely guide clarifies the scale and nature of the crisis we now confront —and offers ways to reclaim our stake in the future.

The Mathematical Theory of Communication - Claude E Shannon 1998-09-01
Scientific knowledge grows at a phenomenal pace--but few books have had as lasting an impact or played as important a role in our modern world as The Mathematical Theory of Communication, published originally as a paper on communication theory more than fifty years ago. Republished in book form shortly thereafter, it has since gone through four hardcover and sixteen paperback printings. It is a revolutionary work, astounding in its foresight and contemporaneity. The University of Illinois Press is pleased and honored to issue this commemorative reprinting of a classic.

Foundations of Machine Learning, second edition - Mehryar Mohri 2018-12-25
A new edition of a graduate-level machine learning textbook that focuses on the analysis and theory of algorithms. This book is a general introduction to machine learning that can serve as a textbook for graduate students and a reference for researchers. It covers fundamental modern topics in machine learning while providing the theoretical basis and conceptual tools needed for the discussion and justification of algorithms. It also describes several key aspects of the application of these algorithms. The

authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. Foundations of Machine Learning is unique in its focus on the analysis and theory of algorithms. The first four chapters lay the theoretical foundation for what follows; subsequent chapters are mostly self-contained. Topics covered include the Probably Approximately Correct (PAC) learning framework; generalization bounds based on Rademacher complexity and VC-dimension; Support Vector Machines (SVMs); kernel methods; boosting; on-line learning; multi-class classification; ranking; regression; algorithmic stability; dimensionality reduction; learning automata and languages; and reinforcement learning. Each chapter ends with a set of exercises. Appendixes provide additional material including concise probability review. This second edition offers three new chapters, on model selection, maximum entropy models, and conditional entropy models. New material in the appendixes includes a major section on Fenchel duality, expanded coverage of concentration inequalities, and an entirely new entry on information theory. More than half of the exercises are new to this edition.

Autonomous Horizons - Greg Zacharias 2019-04-05

Dr. Greg Zacharias, former Chief Scientist of the United States Air Force (2015-18), explores next steps in autonomous systems (AS) development, fielding, and training. Rapid advances in AS development and artificial intelligence (AI) research will change how we think about machines, whether they are individual vehicle platforms or networked enterprises. The payoff will be considerable, affording the US military significant protection for aviators, greater effectiveness in employment, and unlimited opportunities for novel and disruptive concepts of operations. Autonomous Horizons: The Way Forward identifies issues and makes recommendations for the Air Force to take full advantage of this transformational technology.

Applied Behavior Analysis - John O. Cooper 2020

Speculative Everything - Anthony Dunne 2013-12-06

How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In Speculative Everything, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose "what if" questions that are intended to open debate and discussion about the kind of future people want (and do not want). Speculative Everything offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures.

Report of the Presidential Commission on the Space Shuttle Challenger Accident - DIANE Publishing Company 1995-07

Reviews the circumstances surrounding the Challenger accident to establish the probable cause or causes of the accident. Develops recommendations for corrective or other action based upon the Commission1s findings and determinations. Color photos, charts and tables.

Neural Network Design - Martin T. Hagan 2003

The Fundamentals of Creative Design - Gavin Ambrose 2011-08-31

Introduces students to the various aspects of the graphic design. This title provides a fresh introduction to the key elements of the discipline and looks at the following topics: design thinking, format, layout, grids, typography, colour, image and print and finish.

Change by Design - Tim Brown 2009-09-29

In Change by Design, Tim Brown, CEO of IDEO, the celebrated innovation and design firm, shows how the techniques and strategies of design belong at every level of business. Change by Design is not a book by designers for designers; this is a book for creative leaders who seek to infuse design thinking into every level of an organization, product, or service to drive new alternatives for business and society.

The Sonification Handbook - Thomas Hermann 2011

This book is a comprehensive introductory presentation of the key research areas in the interdisciplinary fields of sonification and auditory display. Chapters are written by leading experts, providing a wide-ranging coverage of the central issues, and can be read from start to finish, or dipped into as required. Sonification conveys information by using non-speech sounds. To listen to data as sound and noise can be a surprising new experience with diverse applications ranging from novel interfaces for visually impaired people to data analysis problems in many scientific fields. This book gives a solid introduction to the field of auditory display, the techniques for sonification, suitable technologies for developing sonification algorithms, and the most promising application areas. The book is accompanied by an online repository of sound examples.

Reaching Net Zero - William D. Fletcher 2020-07-28

Reaching Net Zero: What It Takes to Solve the Global Climate Crisis addresses the imminent need to fully understand the causes, effects, and evidence of global warming; due to the large amount of climate disinformation and complexity of much of the available valid science, this book addresses the science of global warming in a concise, readable manner while providing an in-depth reference for readers who want more details or to study the sources of information. This book also investigates potential practical next steps of interest to concerned scientists, engineers, and citizens, with an aim to further discuss and achieve the eventual Intergovernmental Panel on Climate Change (IPCC) 'Net Zero' goals. Solving the problem of reaching net zero requires educating others to support the changes that must occur and to provide the possible solutions required. This is a necessary read for academics in climate and environmental science, and specialists such as those in earth science or environmental studies, covering the science, technology, economics, politics, international, and other issues involved in doing something about global warming. It is also important for those interested in global warming and anyone involved in decision-making processes and legislation that deal with reduction in carbon footprints. Provides in-depth discussion of understanding the problem of global warming, with clear explanations of the science behind global warming and climate change Features case studies of successes and failures in reducing carbon footprints, with advised potential solutions for reaching net zero Takes a realistic approach to the problems and solutions of global warming in light of all available evidence across multiple disciplines

Good Strategy/Bad Strategy - Richard Rumelt 2011-06-09

When Richard Rumelt's Good Strategy/Bad Strategy was published in 2011, it immediately struck a chord, calling out as bad strategy the mish-mash of pop culture, motivational slogans and business buzz speak so often and misleadingly masquerading as the real thing. Since then, his original and pragmatic ideas have won fans around the world and continue to help readers to recognise and avoid the elements of bad strategy and adopt good, action-oriented strategies that honestly acknowledge the challenges being faced and offer straightforward approaches to overcoming them. Strategy should not be equated with ambition, leadership, vision or planning; rather, it is coherent action backed by an argument. For Rumelt, the heart of good strategy is insight into the hidden power in any situation, and into an appropriate response - whether launching a new product, fighting a war or putting a man on the moon. Drawing on examples of the good and the bad from across all sectors and all ages, he shows how this insight can be cultivated with a wide variety of tools that lead to better thinking and better strategy, strategy that cuts through the hype and gets results.

What Every Engineer Should Know about Software Engineering - Philip A. Laplante 2007-04-25

Do you Use a computer to perform analysis or simulations in your daily work? Write short scripts or record macros to perform repetitive tasks? Need to integrate off-the-shelf software into your systems or require multiple applications to work together? Find yourself spending too much time working the kink

Digital Governance - Michael E. Milakovich 2021-09-27

The application of digital information and communication technologies (ICTs) to reform governmental structures and public service is widely and perhaps naively viewed as the 21st century "savior", the

enlightened way to reinvigorate democracy, reduce costs, and improve the quality of public services. This book examines the transition from e-government to digital governance in light of the financial exigencies and political controversies facing many governments. The chapters concentrate on strategies for public sector organizational transformation and policies for improved and measurable government performance in the current contentious political environment. This fully updated second edition of Digital Governance provides strategies for public officials to apply advanced technologies, manage remote workforces, measure performance, and improve service delivery in current crisis-driven administrative and political environments. The full implementation of advanced digital governance requires fundamental changes in the relationship between citizens and their governments, using ICTs as catalysts for political as well as administrative communication. This entails attitudinal and behavioral changes, secure networks, and less dependence on formal bureaucratic structures (covered in Part I of this book); transformation of administrative, educational, and security systems to manage public services in a more citizen-centric way (covered in Part II); the integration of advanced digital technologies with remote broadband wireless internet services (Part III); and the creation of new forms of global interactive citizenship and self-governance (covered in Part IV). Author Michael E. Milakovich offers recommendations for further improvement and civic actions to stimulate important instruments of governance and public administration. This book is required reading for political science, public administration, and public policy courses, as well as federal, state, and local government officials.