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The success of metaheuristics on hard single-objective

optimization problems is well recognized today. However, many real-life problems require taking into account several conflicting points of view corresponding to multiple objectives. The use of metaheuristic optimization techniques for multi-objective problems is the subject of this volume. The book includes selected surveys, tutorials and state-of-the-art research papers in this field, which were first presented at a free workshop jointly organized by the French working group on Multi-objective Mathematical Programming (PM2O) and the EURO working group on Metaheuristics in December 2002. It is the first book which considers both various metaheuristics and various kind of problems (e.g. combinatorial problems, real situations, non-linear problems) applied to multiple objective optimization. Metaheuristics used include: genetic algorithms, ant colony optimization, simulated annealing, scatter search, etc. Problems concern timetabling, vehicle routing, and more. Methodological aspects, such as quality evaluation, are also covered. A coverage of the Transputer Development System (TDS), an integrated programming environment which facilitates the programming of transputer networks in OCCAM. The book explains transputer architecture and the OCCAM programming model and incorporates a TDS user guide and reference manual. Master programming Arduino with this hands-on guide Arduino Sketches is a practical guide to programming the increasingly popular microcontroller that brings gadgets to life. Accessible to tech-lovers at any level, this book provides expert instruction on Arduino programming and hands-on practice to test your skills. You'll find coverage of the various Arduino

boards, detailed explanations of each standard library, and guidance on creating libraries from scratch – plus practical examples that demonstrate the everyday use of the skills you're learning. Work on increasingly advanced programming projects, and gain more control as you learn about hardware-specific libraries and how to build your own. Take full advantage of the Arduino API, and learn the tips and tricks that will broaden your skillset. The Arduino development board comes with an embedded processor and sockets that allow you to quickly attach peripherals without tools or solders. It's easy to build, easy to program, and requires no specialized hardware. For the hobbyist, it's a dream come true – especially as the popularity of this open-source project inspires even the major tech companies to develop compatible products. Arduino Sketches is a practical, comprehensive guide to getting the most out of your Arduino setup. You'll learn to: Communicate through Ethernet, WiFi, USB, Firmata, and Xbee; Find, import, and update user libraries, and learn to create your own; Master the Arduino Due, Esplora, Yun, and Robot boards for enhanced communication, signal-sending, and peripherals; Play audio files, send keystrokes to a computer, control LED and cursor movement, and more. This book presents the Arduino fundamentals in a way that helps you apply future additions to the Arduino language, providing a great foundation in this rapidly-growing project. If you're looking to explore Arduino programming, Arduino Sketches is the toolbox you need to get started. This book introduces the concepts of linear algebra through the careful study of two and three-dimensional Euclidean geometry. This approach makes it

possible to start with vectors, linear transformations, and matrices in the context of familiar plane geometry and to move directly to topics such as dot products, determinants, eigenvalues, and quadratic forms. The later chapters deal with n-dimensional Euclidean space and other finite-dimensional vector space. Stochastic Local Search algorithms were shown to give state-of-the-art results for many other problems, but little is known on how to design and analyse them for Multiobjective Combinatorial Optimization Problems. This book aims to fill this gap. It defines two search models that correspond to two distinct ways of tackling MCOPs by SLS algorithms." African Linguistics on the Prairie features select revised peer-reviewed papers from the 45th Annual Conference on African Linguistics, held at the University of Kansas. The articles in this volume reflect the enormous diversity of African languages, as they focus on languages from all of the major African language phyla. The articles here also reflect the many different research perspectives that frame the work of linguists in the Association for Contemporary African Linguistics. The diversity of views presented in this volume are thus indicative of the vitality of current African linguistics research. The work presented in this volume represents both descriptive and theoretical methodologies and covers fields ranging from phonetics, phonology, morphology, typology, syntax, and semantics to sociolinguistics, discourse analysis, language acquisition, computational linguistics and beyond. This broad scope and the quality of the articles contained within holds out the promise of continued advancement in linguistic research on

African languages. As the Lead Reliability Engineer for Ford Motor Company, Guangbin Yang is involved with all aspects of the design and production of complex automotive systems. Focusing on real-world problems and solutions, Life Cycle Reliability Engineering covers the gamut of the techniques used for reliability assurance throughout a product's life cycle. Yang pulls real-world examples from his work and other industries to explain the methods of robust design (designing reliability into a product or system ahead of time), statistical and real product testing, software testing, and ultimately verification and warranting of the final product's reliability CD-ROM contains full text for all the procedures available in the manual. Files are provided both as fully formatted Word 6.0 (.doc) documents and as text-only documents (.txt). (Guitar Recorded Versions). A dozen of the biggest hits from '80s hair metal band Whitesnake are featured here in standard notation and tab for guitar. Includes: Children of the Night * Crying in the Rain * Fool for Your Loving * Give Me All Your Love * Here I Go Again * Is This Love * Love Ain't No Stranger * Sailing Ships * Slide It In * Slip of the Tongue * Slow An' Easy * Still of the Night. Junior Theory Level 1 - a foundational music theory book specifically designed for children aged 4-7. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual Basic 2008 How to Program, Fourth Edition introduces all facets of the Visual Basic 2008

language hands-on, through hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2008 and .NET 3.5; all discussions and sample code have been carefully audited against the newest Visual Basic language specification. The many new platform features covered in depth in this edition include: LINQ data queries, Windows Presentation Foundation (WPF), ASP.NET Ajax and the Microsoft Ajax Library, Silverlight-based rich Internet application development, and creating Web services with Windows Communication Foundation (WCF). New language features introduced in this edition: object anonymous types, object initializers, implicitly typed local variables and arrays, delegates, lambda expressions, and extension methods. A series of appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger, UML 2 to Unicode and ASCII.

AUDIENCE: Appropriate for anyone interested in learning programming with Visual Basic 2008.

The Bridgewater Canal is distinguished as England's first canal and has been regularly used since 1765. This publication recounts the fascinating history of the waterway, from its conception and construction to its subsequent successes, including its role today as a leisure route for boaters. Included is a descriptive guide to cruising the canal and valuable navigational information. In these pages is all the information that you—manager, engineer, or other technical professional—would need to select, size, and estimate "budget/study" level capital and annual costs for a variety of air pollution control equipment. This equipment includes wet scrubbers, carbon

adsorbers, and other "add-on" devices. This book also deals with such nonstack controls as wet dust suppression systems and flue gas desulfurization systems. The costs are current (1988 or 1989 dollars) and are mainly presented in equational form for ease of computerization and updating. Clear, comprehensive equipment sizing procedures are also detailed. Finally, several detailed example problems are included to illustrate the sizing and costing procedures. This book is not just for technical personnel, however. The material is easy to grasp and use. Anyone with an air pollution control background can follow and apply the procedures and data herein. Using this book, air pollution control professionals can now develop sound, defensible (within $\pm 30\%$) cost estimates with a minimum of time and effort. Design and build fantastic projects and devices using the Arduino platform

About This Book Explore the different sensors that can be used to improve the functionality of the Arduino projects Program networking modules in conjunction with Arduino to make smarter and more communicable devices A practical guide that shows you how to utilize Arduino to create practical, useful projects Who This Book Is For This book is an ideal choice for hobbyists or professionals who want to create quick and easy projects with Arduino. As a prerequisite, readers must have a working Arduino system and some programming background, ideally in C/C++. Basic knowledge of Arduino is helpful but not required to follow along with this book. What You Will Learn Understand and utilize the capabilities of the Arduino Integrate sensors to gather environmental data and display this information in meaningful ways Add

modules such as Bluetooth and Wi-Fi that allow the Arduino to communicate and send data between devices Create simple servers to allow communication to occur Build automated projects including robots while learning complex algorithms to mimic biological locomotion Implement error handling to make programs easier to debug and look more professional Integrate powerful programming tools and software such as Python and Processing to broaden the scope of what the Arduino can achieve Practice and learn basic programming etiquette In Detail Arduino an opensource physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board. The opensource Arduino software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other opensource software. With the growing interest in home-made, weekend projects among students and hobbyists alike, Arduino offers an innovative and feasible platform to create projects that promote creativity and technological tinkering. Arduino by Example is a project-oriented guide to help you fully utilize the power of one of the world's most powerful open source platforms, Arduino. This book demonstrates three projects ranging from a home automation project involving your lighting system to a simple robotic project to a touch sensor project. You will first learn the basic concepts such as how to get started with the Arduino, and as you start building the project, you will develop the practical skills needed to successfully build Arduino powered projects that have real-life implications.

The complexity of the book slowly increases as you complete a project and move on to the next. By the end of this book, you will be able to create basic projects and utilize the elements used in the examples to construct your own devices.

Style and approach This book follows a project-oriented approach, with multiple images and plenty of code to help you build your projects easily. The book uses a tutorial-based methodology where the concepts are first explained and then implemented to help you develop the projects.

Information Technology: Made Simple covers the full range of information technology topics, including more traditional subjects such as programming languages, data processing, and systems analysis. The book discusses information revolution, including topics about microchips, information processing operations, analog and digital systems, information processing system, and systems analysis. The text also describes computers, computer hardware, microprocessors, and microcomputers. The peripheral devices connected to the central processing unit; the main types of system software; application software; and graphics and multimedia are also considered. The book tackles equipment, software, and procedures involved in computer communications; available telecommunications services; and data and transaction processing. The text also presents topics about computer-integrated manufacturing; the technology of information processing and its business applications; and the impact of this technology on society in general. Students taking computer and information technology courses will find the book useful. "We know we need to improve our traditional school system, both public

and private. But how? More homework? Better-qualified teachers? Longer school days or school years? More testing? More funding? No, no, no, no, and no. Montessori Madness! explains why the incremental steps politicians and administrators continue to propose are incremental steps in the wrong direction. The entire system must be turned on its head. This book asks parents to take a look--one thirty-minute observation--at a Montessori school. Your picture of what education should look like will never be the same"--Back cover. Mashiro, a hermaphrodite high school student, joins a "special" dream class to become completely male but faces obstacles from other students along the way. Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things Configure your ESP8266 to the cloud and explore the networkable modules that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpensive IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266 boards communicate with each other via the cloud Send notifications to users of the ESP8266, via email, text message, or push notifications Build a physical device that

indicates the current price of Bitcoin Build a simple home automation system that can be controlled from the cloud Create your own cloud platform to control ESP8266 devices In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with electronics, software, sensors, and connectivity, enabling data exchange. ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects. ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip platform and get you building exciting projects. Kick-starting with an introduction to the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how to use the ESP8266 to interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker, and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program

Internet of Things projects using the ESP8266 WiFi chip.
Style and approach This is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstrations of the projects. This notebook contains blank wide ruled line paper which makes it great as a: Gratitude Journal Mindfulness Journal Mood Journal Prayer Journal Poetry or Writing Journal Travel Notebook Daily Planner Dream Journal Yoga, Fitness, Weight Loss Journal Recipe, Food Journal Password Log Book Log Book Diary
Specifications: Paper: White Layout: Lined Dimensions:6x9 inch Premium Design High quality 180 pages If you want to build programming and electronics projects that interact with the environment, this book will offer you dozens of recipes to guide you through all the major applications of the Arduino platform. It is intended for programming or electronics enthusiasts who want to combine the best of both worlds to build interactive projects. This is the first book to use teachers' experiences to understand how prenatal drug exposure affects children's' development , and how social construction of the problem influences perceptions within schools. Interact with the world and rapidly prototype IoT applications using Python About This Book Rapidly prototype even complex IoT applications with Python and put them to practical use Enhance your IoT skills with the most up-to-date applicability in the field of wearable tech, smart environments, and home automation Interact with hardware, sensors, and actuators and control your DIY IoT projects through Python Who This Book Is For The book is ideal for Python developers who want to explore the tools

in the Python ecosystem in order to build their own IoT applications and work on IoT-related projects. It is also a very useful resource for developers with experience in other programming languages that want to easily prototype IoT applications with the Intel Galileo Gen 2 board. What You Will Learn Prototype and develop IoT solutions from scratch with Python as the programming language Develop IoT projects with Intel Galileo Gen 2 board along with Python Work with the different components included in the boards using Python and the MRAA library Interact with sensors, actuators, and shields Work with UART and local storage Interact with any electronic device that supports the I2C bus Allow mobile devices to interact with the board Work with real-time IoT and cloud services Understand Big Data and IoT analytics In Detail Internet of Things (IoT) is revolutionizing the way devices/things interact with each other. And when you have IoT with Python on your side, you'll be able to build interactive objects and design them. This book lets you stay at the forefront of cutting-edge research on IoT. We'll open up the possibilities using tools that enable you to interact with the world, such as Intel Galileo Gen 2, sensors, and other hardware. You will learn how to read, write, and convert digital values to generate analog output by programming Pulse Width Modulation (PWM) in Python. You will get familiar with the complex communication system included in the board, so you can interact with any shield, actuator, or sensor. Later on, you will not only see how to work with data received from the sensors, but also perform actions by sending them to a specific shield. You'll be able to connect your IoT device to

the entire world, by integrating WiFi, Bluetooth, and Internet settings. With everything ready, you will see how to work in real time on your IoT device using the MQTT protocol in python. By the end of the book, you will be able to develop IoT prototypes with Python, libraries, and tools.

Style and approach This book takes a tutorial-like approach with mission critical chapters. The initial chapters are introductions that set the premise for useful examples covered in later chapters. Hock the platinum. Take down the vacation photos. Cancel the joint checking account. There's no question . . . Divorce Sucks. And perhaps no one knows that better than author Mary Jo Eustace, whose ex-husband Dean McDermott married Tori Spelling a mere thirty days after their divorce was finalized. One part tell-all and one part guide to get readers on their feet after a bitter breakup, this hilarious addition to the bestselling Sucks series tells everything readers don't want to know about divorce - from what a phone call with a lawyer will cost; to how to handle your newer, younger replacement; to what Hollywood divorcees are actually thinking when they watch their ex walk the red carpet with a millionairess. Sometimes horrifying, sometimes gratifying, and never merciful, this book will give readers an inside look at one of today's most public divorces while reminding them - hey, it could always be worse.

Arduino is an open source electronics prototyping platform for building a multitude of smart devices and gadgets. Developers can benefit from using Arduino in their projects because of the ease of coding, allowing you to build cool and amazing devices supported by numerous hardware resources such as shields in no time at all. Whether you're a

seasoned developer or brand new to Arduino, this book will provide you with the knowledge and skill to build amazing smart electronic devices and gadgets. First, you will learn how to build a sound effects generator using recorded audio-wave files you've made or obtained from the Internet. Next, you will build DC motor controllers operated by a web page, a slide switch, or a touch sensor. Finally, the book will explain how to build an electronic operating status display for an FM radio circuit using Arduino.

LIGHTNING STRIKES-THE LOCKHEED P-38 tells the full story of one of the most successful and versatile aircraft of the Second World War. The P-38 (including its F-4 and F-5 photo reconnaissance models) eventually served with all the USAAF's numbered overseas air forces, from early 1942 to VJ Day. The book describes the Lightning's design and its technical details as it gradually evolved and improved, from the original XP-38 to its final variant, the P-38L-5. The main focus is on its service in the combat theatres, from the frigid, windswept Aleutian Islands in the North Pacific to the steaming jungles of the South Pacific and Southeast Asia, the burning sands of North Africa and the more temperate climes of Europe. All the units that flew the Lightning are included, as are the experiences of many of their pilots and ground crewmen as they fought the Japanese Empire and the European Axis. Also related are the P-38's service with foreign (non-U.S.) air forces, its postwar commercial utilization as civilian aircraft and the surviving examples in museums around the world. The book is extremely well illustrated by over 400 high-resolution photographs, art work and graphics, and is supplemented by detailed appendices. Arduino programming

for the absolute beginner, with project-based learning

Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming.

Arduino is a cheap, readily available hardware development platform based around an open source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and even eTextiles. Adventures in Arduino gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming and interaction design. Discover how and where to begin

Arduino programming

Develop the skills and confidence to tackle other projects

Make the most of Arduino with basic programming concepts

Work with hardware and software to create interactive electronic devices

There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame. Adventures

in Arduino gets you started on the right foot, but the path is totally up to you.

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