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Autore	Neittaanmäki, P.
Titolo	Inverse problems and optimal design in electricity and magnetism / P. Neittaanmäki, M. Rudnicki, A. Savini
Pubbl/distr/stampa	Oxford : Clarendon, 1996
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Altri autori (Persone)	Savini, Antonio Rudnicki, M.
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Formato	Materiale a stampa
Livello bibliografico	Monografia
2. Record Nr.	UNINA9910954504303321
Titolo	A Convergence of science and law : a summary report of the first meeting of the Science, Technology, and Law Panel
Pubbl/distr/stampa	Washington, D.C., : National Academy Press, c2001
ISBN	9780309183444 0309183448 9780309557962 0309557968 9780309528788 030952878X
Edizione	[1st ed.]
Descrizione fisica	1 online resource (36 p.)
Collana	Compass series
Disciplina	344.73/095
Soggetti	Science and law - United States Technology and law - United States
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Note generali	"Frist meeting of the Science, Technology, and Law Panel ... convened on March 16-17, 2000 ... in Irvine, California"--P. 1.
Nota di bibliografia	Includes bibliographical references (p. 20-21).
Nota di contenuto	Front Matter -- Acknowledgments -- Contents -- 1 Introduction -- 2 Scientific and Technical Evidence in the Courtroom -- 3 Law and the Conduct of Scientific and Engineering Activities -- 4 Science, Technology, and Law Panel's Agenda -- Bibliography -- Biographical Information.
Sommario/riassunto	This report is a summary of the first meeting of the Science, Technology, and Law Panel. The Policy Division of the National Research Council established the panel to bring the science and engineering community and the legal community together on a regular basis to explore pressing issues, to improve communication, and to help resolve such issues between these communities.

3. Record Nr.	UNINA9910411924803321
Autore	Dmitrovic Slobodan
Titolo	Modern C++ for Absolute Beginners : A Friendly Introduction to C++ Programming Language and C++11 to C++20 Standards / / by Slobodan Dmitrovi
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020
ISBN	9781484260470 1484260473
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XIX, 304 p. 3 illus.)
Disciplina	005.133
Soggetti	Programming languages (Electronic computers) Software engineering Computer programming Programming Languages, Compilers, Interpreters Software Engineering Programming Techniques
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.

Nota di contenuto

1. Introduction -- 2. What is C++? -- 3. C++ Compilers -- 4. Our First Program -- 5. Types -- 6. Exercises -- 7. Operators -- 8. Standard Input -- 9. Exercises -- 10. Arrays -- 11. Pointers -- 12. References -- 13. Introduction to Strings -- 14. Automatic Type Deduction -- 15. Exercises -- 16. Statements -- 17. Constants -- 18. Functions -- 19. Exercises -- 20. Scope and Lifetime -- 21. Exercises -- 22. Classes - Part I -- 23. Exercises -- 24. Classes – Part II -- 25. The static Specifier -- 26. Templates -- 27. Enumerations -- 28. Organizing code -- 29. Exercises -- 30. Conversions -- 31. Exceptions -- 32. Smart Pointers -- 33. C++ Standard Library and Friends -- 34. C++ Standards -- 35. C++11 -- 36. C++14 -- 37. C++17 -- 38. C++20.

Sommario/riassunto

C++ is a language like no other, surprising in its complexity, yet wonderfully sleek and elegant in so many ways. It is also a language that cannot be learned by guessing, one that is easy to get wrong and challenging to get right. This book is an effort to introduce the reader to a C++ programming language in a structured, straightforward, and friendly manner. The book teaches the basics of the modern C++ programming language, C++ Standard Library, and modern C++ standards. No previous programming experience is required. Each section is filled with real-world examples that gradually increase in complexity. Modern C++ for Absolute Beginners teaches more than just programming in C++20. It provides a solid C++ foundation to build upon. The author takes you through the C++ programming language, the Standard Library, and the C++11 to C++20 standard basics. Each chapter is accompanied by the right amount of theory and plenty of source code examples. You will work with C++20 features and standards, yet you will also compare and take a look into previous versions of C++. You will do so with plenty of relevant source code examples. You will:

- Work with the basics of C++: types, operators, variables, constants, expressions, references, functions, classes, I/O, smart pointers, polymorphism, and more
- Set up the Visual Studio environment on Windows and GCC on Linux, where you can write your own code
- Declare and define functions, classes, and objects, and organize code into namespaces
- Discover object-oriented programming: classes and objects, encapsulation, inheritance, polymorphism, and more using the most advanced C++ features
- Employ best practices in organizing source code and controlling program workflow
- Get familiar with C++ language dos and don'ts, and more
- Master the basics of lambdas, inheritance, polymorphism, smart pointers, templates, modules, contracts, concepts, and more.
