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| Titolo | Numerical simulations and case studies using Visual C++.Net / / Shaharuddin Salleh ... [et al] |
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| Descrizione fisica | 1 online resource (375 p.) |
| Altri autori (Persone) | Salleh Shaharuddin <1956-> |
| Disciplina | 005.13/3 |
| Soggetti | C++ (Computer program language)<br>Computer simulation<br>Microsoft .NET |
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| Nota di bibliografia | Includes bibliographical references. |
| Nota di contenuto | NUMERICAL SIMULATIONS AND CASE STUDIES USING VISUAL C++.NET; CONTENTS; Preface; 1 Developing Applications Using Visual C++.Net; 1.1 Object-Oriented Approach to Visual C++.Net; Managed Extension Features; 1.2 MFC Fundamental Features; Graphics Device Interface; GDI Functions; Numerical Functions; 1.3 Writing Applications Using MFC; Creating a New Project; Creating a Window; 1.4 Writing the First Nonwizard Program; 1.5 Discussion; Windows Creation Process; 1.6 Summary and Conclusion; Bibliography; 2 Interfaces for Numerical Problems; 2.1 Visualizing a Numerical Problem; The Art of Visualization 2.2 Handling ArraysDynamic Memory Allocation; 2.3 Finding the Root of a Nonlinear Equation; Code2A: Bisection Iterative Method; 2.4 Solving a System of Linear Equations; Code2B: Manual Approach to the |

SLE Problem; Code2C: Resource File Approach for SLE; 2.5 Summary and Conclusion; Bibliography; Code Listings; Code2A: Bisection Method; Code2B: Solving a System of Linear Equations; Code2C: Resource File Approach to the SLE Problem; 3 Matrix Operations Using Wizard; 3.1 Document/View Architecture Using Wizard; 3.2 Matrix Algebra; Data Passing Between Functions; Matrix Multiplication Finding the Inverse of a MatrixCode3A: Matrix Operations; 3.3 System of Linear Equations Problem Revisited; Code3B: Solving the SLE Problem Using Wizard; Code3B: Discussion; 3.4 Summary and Conclusion; Bibliography; Code Listings; Code3AView: Matrix Operations; Code3BView: System of Linear Equations; 4 Differential Equations Problems; 4.1 Differential Equations; 4.2 Ordinary Differential Equations; Fourth-order Runge-Kutta Method (RK4); Code4A: Small Window for Displaying Large Amounts of Data; 4.3 Partial Differential Equations; Poisson Equation: Finite Difference Method Code4B: Solving the Poisson Equation4.4 Summary and Conclusion; Bibliography; Code Listings; Code4A: Runge-Kutta Method for ODE; Code4B: Poisson Equation Using the Finite Difference Method; 5 Drawing Curves; 5.1 Windows Graphics Representation; Windows Coordinates System; 5.2 MFC Functions for Displaying Graphics; Color Schemes; Selecting an Object; Filling a Rectangular Area with a Color; Plotting a Point; Drawing a Line; Drawing an Object; 5.3 Drawing a Curve; Code5A: Mathematical Curves; Drawing a Polynomial; Drawing a Lemniscate; Drawing Creative Net; 5.4 Cubic Spline Interpolation Code5B: Constructing a Cubic Spline5.5 Summary and Conclusion; Bibliography; Code Listings; Code5A: Mathematical Curves; Code5B: Natural Cubic Spline; 6 Working with Images; 6.1 Handling Images; 6.2 Bitmap File Format; Raster Operations Involving Bit Shifting; Code6A: Demonstrating Bit Shifting; 6.3 Edge-Detection Problem; Sobel Filtering Method; Laplacian Filtering Method; Code6B: Detecting the Edges of an Image; 6.4 Summary and Conclusion; Bibliographical Note; Code Listings; Code6A: Working with Colors; Code6B: Edge Detection Problem; 7 Visualizing a Graph; 7.1 Elementary Graph Concepts 7.2 Graph Visualization Model

Sommario/riassunto

Master the numerical simulation process required to design, test and support mobile and parallel computing systems. An accompanying ftp site contains all the Visual C++ based programs discussed in the text to help readers create their own programs. With its focus on problems and solutions, this is an excellent text for upper-level undergraduate and graduate students, and a must-have reference for researchers and professionals in the field of simulations.More information about Visual C++ based programs can be found at: ftp: //ftp.wiley. com/public/sci_tech_med/numerical_simulations/

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