1. **Record Nr.**   UNINA9910455975403321

   Titolo   Emerging needs and opportunities for human factors research [[electronic resource] /] / Raymond S. Nickerson, editor ; Committee on Human Factors, Commission on Behavioral and Social Sciences and Education, National Research Council

   Pubbl/distr/stampa   Washington, D.C., : National Academy Press, 1995

   ISBN   1-282-08116-0
   9786612081163
   0-309-52057-6
   0-585-00189-8

   Descrizione fisica   1 online resource (336 p.)

   Altri autori (Persone)   NickersonRaymond S

   Disciplina   620.8

   Soggetti   Human engineering - Research
   Information technology
   Labor productivity
   Electronic books.

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Description based upon print version of record.

   Nota di bibliografia   Includes bibliographical references.

   Nota di contenuto   ""Front Matter""; ""Contents""; ""Preface""; ""PART I Summary Report""; ""Emerging Needs and Opportunities for Human Factors Research""; ""PART II Background Papers""; ""1 Productivity in Organizations""; ""2 Training and Education""; ""3 Employment and Disabilities""; ""4 Health Care""; ""5 Environmental Change""; ""6 Communication Technology and Telenetworking""; ""7 Information Access and Usability""; ""8 Emerging Technologies in Work Design""; ""9 Transportation""; ""10 Cognitive Performance Under Stress""; ""11 Aiding Intellectual Work""

2.	Record Nr.	UNINA9910458256303321
	Autore	Hahn Brian
	Titolo	Essential Java for Scientists and Engineers [[electronic resource]]
	Pubbl/distr/stampa	Burlington, : Elsevier Science, 2002
	ISBN	1-282-38130-X
		9786612381300
		0-08-050591-0
	Descrizione fisica	1 online resource (355 p.)
	Altri autori (Persone)	MalanKatherine
	Disciplina	005.71262024
	Soggetti	Engineering -- Data processing
		Java (Computer program language)
		Science -- Data processing
		Computer Science
		Engineering & Applied Sciences
		Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di contenuto	Front Cover; Essential Java for Scientists and Engineers; Copyright Page; Contents; Preface; Acknowledgements; Part I: Essentials; Chapter 1. Getting going; 1.1 Introduction to programming; 1.2 Setting up your computer for programming in Java; 1.3 Writing your first Java program; 1.4 Input and output; 1.5 Comments; 1.6 Using objects; 1.7 Java on the WWW (optional); Chapter 2. Java programming basics; 2.1 Compound interest again; 2.2 Primitive data types; 2.3 Names; 2.4 Vertical motion under gravity; 2.5 Operators, expressions and assignments; 2.6 Repeating with for; 2.7 Deciding with if 2.8 Characters2.9 Math methods; 2.10 Programming style; Chapter 3. Solving a problem in Java; 3.1 Introduction; 3.2 The class provider, class user and end user; 3.3 What are objects and classes?; 3.4 Writing and using a simple class; 3.5 How memory works; 3.6 The String class; 3.7 Understanding methods; 3.8 Example: simulating a rabbit colony; 3.9 Access modifiers; 3.10 Example: simulating the growth of trees; 3.11 Scope; 3.12 More on object handles; 3.13 The static keyword; 3.14 Naming conventions; 3.15 Using the Java API; 3.16 Making your

own package (optional); Chapter 4. More on loops

4.1 Determinate repetition with for4.2 Indeterminate repetition with while; Chapter 5. Debugging; 5.1 Compilation errors; 5.2 Run-time errors; 5.3 Errors in logic; 5.4 Rounding errors; Chapter 6. Arrays and matrices; 6.1 Introduction; 6.2 The basics of arrays; 6.3 Passing arrays to methods; 6.4 Frequency distributions: a simple bar chart; 6.5 Multi-dimensional arrays; 6.6 Arrays of objects; 6.7 Sorting an array; Part II: More advanced topics; Chapter 7. Inheritance; 7.1 Introduction; 7.2 Inheritance in Java; 7.3 Constructors and inheritance; 7.4 The Object class

7.5 Abstract classes and interfacesChapter 8. Graphical user interfaces (GUIs); 8.1 Introduction; 8.2 Building a Swing application; 8.3 Arranging components; 8.4 A colour chooser application; 8.5 Painting; 8.6 Drawing mathematical graphs; 8.7 Fractals; Chapter 9. Input/output; 9.1 Introduction; 9.2 Input through command line parameters; 9.3 Input from the keyboard without the essential package; 9.4 Streams; 9.5 File input/output; 9.6 Manipulating data; 9.7 Streams and the Internet; Chapter 10. Exceptions; 10.1 Introduction; 10.2 Exceptions in Java; 10.3 Throwing exceptions

10.4 Handling exceptions10.5 Exceptions and file input; Part III: Some applications; Chapter 11. Simulation; 11.1 Random number generation; 11.2 Spinning coins; 11.3 Rolling dice; 11.4 Bacteria division; 11.5 Radioactive decay; 11.6 A random walk; 11.7 Traffic flow; Chapter 12. Modelling with matrices; 12.1 Using the Matrix class; 12.2 Networks; 12.3 Leslie matrices: population growth; 12.4 Markov processes; 12.5 Linear equations; Chapter 13. Introduction to numerical methods; 13.1 Equations; 13.2 Numerical differentiation; 13.3 Integration; 13.4 First-order differential equations

13.5 Runge-Kutta methods

Sommario/riassunto	Essential Java serves as an introduction to the programming language, Java, for scientists and engineers, and can also be used by experienced programmers wishing to learn Java as an additional language. The book focuses on how Java, and object-oriented programming, can be used to solve science and engineering problems.Many examples are included from a number of different scientific and engineering areas, as well as from business and everyday life. Pre-written packages of code are provided to help in such areas as input/output, matrix manipulation and scientific graphing.