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| Record Nr. | UNISALENTO991004124059707536 |
| Titolo | Il giardino storico italiano : problemi di indagine, fonti letterarie e storiche : atti del convegno di studi, Siena - San Quirico d'Orcia, 6-8 ottobre 1978 / a cura di Giovanna Ragionieri |
| Pubbl/distr/stampa | Firenze : L. S. Olschki, 1981 |
| ISBN | 8822229975 |
| Descrizione fisica | VI, 368 p. : ill. ; 25 cm |
| Altri autori (Persone) | Ragionieri, Giovanna |
| Disciplina | 712 |
| Soggetti | Congressi - Siena<br>Giardini - Italia - Storia - Fonti letterarie - Congressi |
| Lingua di pubblicazione | Italiano |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | In testa al front.: Regione toscana, Giunta regionale |

| 2. | Record Nr. | UNINA9910629288403321 |
|---|---|---|
| | Titolo | Computer Science and Education in Computer Science : 18th EAI International Conference, CSECS 2022, On-Site and Virtual Event, June 24-27, 2022, Proceedings / / edited by Tanya Zlateva, Rossitza Goleva |
| | Pubbl/distr/stampa | Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2022 |
| | ISBN | 9783031172922 3031172922 |
| | Edizione | [1st ed. 2022.] |
| | Descrizione fisica | 1 online resource (311 pages) |
| | Collana | Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, , 1867-822X ; ; 450 |
| | Disciplina | 004 |
| | Soggetti | Computer networks Software engineering Application software Education - Data processing Social sciences - Data processing Computer Communication Networks Software Engineering Computer and Information Systems Applications Computers and Education Computer Application in Social and Behavioral Sciences |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Nota di contenuto | Computer Science Implementations -- A Clustering Approach to Analyzing NHL Goaltenders' Performance -- Synopsis of Video Files Using Neural Networks: Component Analysis -- Computing methodologies -- Artificial intelligence -- Machine learning -- Theory of computation -- Models of computation -- Computational complexity and cryptography -- Logic, Design, and analysis of algorithms -- Networks, Network architectures, performance evaluation, Network services -- Software and its engineering -- Software creation and management -- Applied Computing, Education -- Image Decluttering Techniques and its Impact on YOLOv4 Performance -- Context-switching neural network for constrained- |

space hardware -- Region-based Multiple Object Tracking with LSTM supported Trajectories -- An Approach to Software Assets Reusing -- Methodological creation of HDRI from 360-degree camera - case study -- Bioinformatics: model selection and scientific visualization -- Estimating COVID case fatality rate in Bulgaria for 2020-2021 -- Pregnancy outcomes in women with pregestational diabetes -- Real-Time and Near-Real-Time Services in Distributed Environment for IoT – Edge – Cloud Computing Implementation in Agriculture and Well-Being -- On a Class of Minihypers in the Geometries -- Integer Sequences in the HP Model of Dill Slav Angelov -- Challenges and Opportunities in ESG Investments -- Education in Computer Science -- A Visual Tool to Study Sorting Algorithms and Their Complexity -- Database Schemas used in SQL University Courses –State of the art -- Are Research Universities Meeting the Educational Challenge of the New Economy?.

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| Sommario/riassunto | This book constitutes the refereed post-conference proceedings of the 18th EAI International Conference on Computer Science and Education in Computer Science, CSECS 2022, held in June 2022 in Sofia, Bulgaria. Due to COVID-19 pandemic the conference was held On-Site and virtually. The 15 full papers and 9 short papers were carefully reviewed and selected from 53 submissions. The papers present are grouped into 2 tracks, i.e., computer science implementations and education in computer science. CSECS conference presents research in software engineering and information systems design, cryptography, the theoretical foundation of the algorithms, and implementation of machine learning and big data technologies. Another important topic of the conference is the education in computer science which includes the introduction and evaluation of computing programs, curricula, and online courses, to syllabus, laboratories, teaching, and pedagogy aspects. The technical and education topics evolved multiple existing and emerging technologies, solutions, and services for design and training providing a heterogeneous approach towards delivering Software 4.0 and Education 4.0 to a broad range of citizens and societies. |