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Nota di contenuto	Intro -- Preface -- Contents -- Games on Graphs: Cop and Robber, Hungry Spiders, and Broadcast Domination -- 1 Introduction -- 2 The Game of Cops and Robbers -- 3 Hungry Spiders -- 4 (t,r) Broadcast Domination -- 5 Further Investigation -- 6 A Short Primer on Graph Theory -- References -- Mathematics for Sustainable Humanity: Population, Climate, Energy, Economy, Policy, and Social Justice -- 1 Introduction -- 2 Quantifying Change -- 2.1 Absolute and Relative Change and Rate of Change -- 2.2 Linear and Exponential Change -- 2.3 Measuring and Estimating -- 3 Population Growth and Ecological Footprint -- 4 Climate Change -- 5 Energy Production, Consumption, and Efficiency -- 6 Economic Growth (and Collapse) -- 7 Policy and Social Justice -- References -- Mosaics and Virtual Knots -- 1 Math and Knots -- 2 Gauss Codes -- 3 Virtual Knots -- 4 Mosaics -- 5 Virtual Mosaics -- 6 Further Reading -- References -- Graph Labelings: A Prime Area to Explore -- 1 Introduction -- 1.1 Families and Classes of Graphs -- 1.2 Graph Operations -- 1.3 Introduction to Graph Labeling -- 2 Coprime and Prime Labelings -- 2.1 Minimal Coprime Labeling -- 3 Consecutive Cyclic Prime Labelings -- 4 Neighborhood-Prime Labelings -- 4.1 Building on Cycles -- 4.2 Building on Trees -- 4.2.1 Further Projects on Neighborhood-Prime Labelings -- 5 Conclusion --

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