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Sommario/riassunto

Recent developments in all aspects of combinatorial and incidence geometry are covered in this volume, including their links with the foundations of geometry, graph theory and algebraic structures, and the applications to coding theory and computer science. Topics covered include Galois geometries, blocking sets, affine and projective planes, incidence structures and their automorphism groups. Matroids, graph theory and designs are also treated, along with weak algebraic structures such as near-rings, near-fields, quasi-groups, loops, hypergroups etc., and permutation sets and groups. The