1. Record Nr. UNINA9910826050803321 **Titolo** Computer technology and computer programming: new research and strategies / / [edited by] James L. Antonakos Pubbl/distr/stampa Oakville, Ont.:,: Apple Academic Press,, 2011 **ISBN** 0-429-09696-8 1-4665-6259-5 Edizione [1st ed.] Descrizione fisica 1 online resource (328 p.) Altri autori (Persone) AntonakosJames L Disciplina 004 Soggetti Computer programming Computers 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 and index. Nota di contenuto 1. Novel FTLRNN with gamma memory for short-term and long-term predictions of chaotic time series / Sanjay L. Badjate and Sanjay V. Dudu -- 2. Flexible interconnection network for dynamically and partially reconfigurable architectures / Ludovic Devaux ... [et al.] -- 3. A hardware solution for an "on the fly" encryption / Daniel Filipas -- 4. SQL generation for natural language interface / Laszlo Kovacs -- 5. Web 2.0 technologies with jQuery and Ajax / Cornelia Gyorodi ... [et al.] -- 6. Reconfigurable computing: a new paradigm / Erica Mang, Ioan Mang and Popescu-Rotoiu Constantin -- 7. In-network adaptation of video streams using network processors / Mohammad Shorfuzzaman. Rasit Eskicioglu and Peter Graham -- 8. A survey of visual sensor networks / Stanislava Soro and Wendi Heinzelman -- 9. A family of tools for supporting the learning of programming / Guido Rossling --10. InfoVis interaction techniques in animation of recursive programs / J. Angel Velazquez-Iturbide and Antonio Perez-Carrasco -- 11. Towards a serious game to help students learn computer programming / Mathieu Muratet ... [et al.] -- 12. Distributed network, wireless and cloud computing enabled 3-D ultrasound : a new medical technology paradigm / Arie Meir and Boris Rubinsky -- 13. miRMaid: a unified programming interface for Microrna data resources / Anders Jacobsen

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## Sommario/riassunto

<P>Covering a broad range of new topics in computer technology and programming, this volume discusses encryption techniques, SQL generation, Web 2.0 technologies, and visual sensor networks. It also examines reconfigurable computing, video streaming, animation techniques, and more. Readers will learn about an educational tool and game to help students learn computer programming. The book also explores a new medical technology paradigm centered on wireless technology and cloud computing designed to overcome the problems of increasing health technology costs.