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Titolo	Methane and climate change / / edited by Dave Reay, Pete Smith, and Andre van Amstel
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Altri autori (Persone)	AmstelAndre van ReayDave <1972-> SmithPeter <1965 Apr. 16->
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Nota di contenuto	Cover; Methane and Climate Change; Copyright; Contents; 1 Methane Sources and the Global Methane Budget; 2 The Microbiology of Methanogenesis; 3 Wetlands; 4 Geological Methane; 5 Termites; 6 Vegetation; 7 Biomass Burning; 8 Rice Cultivation; 9 Ruminants; 10 Wastewater and Manure; 11 Landfills; 12 Fossil Energy and Ventilation Air Methane; 13 Options for Methane Control; 14 Summary; Contributors; Acronyms and Abbreviations; Index
Sommario/riassunto	"Methane is a powerful greenhouse gas and is estimated to be responsible for approximately one-fifth of man-made global warming. Per kilogram, it is 25 times more powerful than carbon dioxide over a 100-year time horizon -- and global warming is likely to enhance methane release from a number of sources. Current natural and man-made sources include many where methane-producing micro-organisms can thrive in anaerobic conditions, particularly ruminant

livestock, rice cultivation, landfill, wastewater, wetlands and marine sediments. This timely and authoritative book provides the only comprehensive and balanced overview of our current knowledge of sources of methane and how these might be controlled to limit future climate change. It describes how methane is derived from the anaerobic metabolism of micro-organisms, whether in wetlands or rice fields, manure, landfill or wastewater, or the digestive systems of cattle and other ruminant animals. It highlights how sources of methane might themselves be affected by climate change. It is shown how numerous point sources of methane have the potential to be more easily addressed than sources of carbon dioxide and therefore contribute significantly to climate change mitigation in the 21st century."--
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Mukherjee Sudipta

NET 4.0 Generics : beginner's guide : enhance the type safety of your code and create applications easily using Generics in the .NET 4.0 Framework / / Sudipta Mukherjee

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Generic programming (Computer science)

Inglese

Materiale a stampa

Monografia

"Learn by doing : less theory more results"--Cover.

Includes index.

Copyright; Credits; Foreword; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface;

Chapter 1: Why Generics?; An analogy; Reason 1: Generics can save you a lot of typing; Reason 2: Generics can save you type safety woes, big time; What's the problem with this approach?; Reason 3: Generics leads to faster code; Reason 4: Generics is now ubiquitous in the .NET ecosystem; Setting up the environment; Summary; Chapter 2: Lists; Why bother learning about generic lists?; Types of generic lists; Checking whether a sequence is a palindrome or not

Time for action - creating the generic stack as the bufferTime for action - completing the rest of the method; Designing a generic anagram finder; Time for action - creating the method; Life is full of priorities, let's bring some order there; Time for action - creating the data structure for the prioritized shopping list; Time for action - let's add some gadgets to the list and see them; Time for action - let's strike off the gadgets with top-most priority after we have bought them; Time for action - let's create an appointment list; Live sorting and statistics for online bidding

Time for action - let's create a custom class for live sortingWhy did we have three LinkedList as part of the data structure?; An attempt to answer questions asked by your boss; Time for action - associating products with live sorted bid amounts; Time for action - finding common values across different bidding amount lists; You will win every scrabble game from now on; Time for action - creating the method to find the character histogram of a word; Time for action - checking whether a word can be formed; Time for action - let's see whether it works

Trying to fix an appointment with a doctor?Time for action - creating a set of dates of the doctors' availability; Time for action - finding out when both doctors shall be present; Revisiting the anagram problem; Time for action - re-creating the anagram finder; Lists under the hood; Summary; Chapter 3: Dictionaries; Types of generic associative structures; Creating a tag cloud generator using dictionary; Time for action - creating the word histogram; Creating a bubble wrap popper game; Time for action - creating the game console; Look how easy it was!

How did we decide we need a dictionary and not a list?Let's build a generic autocomplete service; Time for action - creating a custom dictionary for autocomplete; Time for action - creating a class for autocomplete; The most common pitfall. Don't fall there!; Let's play some piano; Time for action - creating the keys of the piano; How are we recording the key strokes?; Time for action - switching on recording and playing recorded keystrokes; How it works?; C# Dictionaries can help detect cancer. Let's see how!; Time for action - creating the KNN API

Time for action - getting the patient records

Sommario/riassunto

This is a concise, practical guide that will help you learn Generics in .NET, with lots of real world and fun-to-build examples and clear explanations. It is packed with screenshots to aid your understanding of the process. This book is aimed at beginners in Generics. It assumes some working knowledge of C# , but it isn't mandatory. The following would get the most use out of the book: Newbie C# developers struggling with Generics. Experienced C++ and Java Programmers who are migrating to C# and looking for an alternative to other generic frameworks like STL and JCF would find this book handy.