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Titolo	INTERPERSONAL '15 : proceedings of the 1st ACM Workshop on Modeling INTERPERSONal SynchrONy And infLuence : November 13, 2015, Seattle, Washington, USA / / sponsored by ACM SIGCHI
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ISBN	1-4503-3986-7
Descrizione fisica	1 online resource (48 pages)
Disciplina	004.019
Soggetti	Human-computer interaction Social interaction - Computer simulation Influence (Psychology) - Computer simulation Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.

2. Record Nr.	UNINA9911019728403321
Autore	Moorhouse Michael
Titolo	Bioinformatics, biocomputing and Perl : an introduction to bioinformatics computing skills and practice / / Michael Moorhouse, Paul Barry
Pubbl/distr/stampa	Chichester ; ; Hoboken, NJ, : Wiley, c2004
ISBN	9786610238682 9781280238680 1280238682 9780470026458 0470026456 9780470020579 0470020571
Descrizione fisica	1 online resource (507 p.)
Altri autori (Persone)	BarryPaul <1966->
Disciplina	570.285 570.285571262
Soggetti	Bioinformatics Computational biology Perl (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. [461]-466) and index.
Nota di contenuto	Bioinformatics Biocomputing and Perl; Contents; Preface; 1 Setting the Biological Scene; 1.1 Introducing Biological Sequence Analysis; 1.2 Protein and Polypeptides; 1.3 Generalised Models and their Use; 1.4 The Central Dogma of Molecular Biology; 1.4.1 Transcription; 1.4.2 Translation; 1.5 Genome Sequencing; 1.5.1 Sequence assembly; 1.6 The Example DNA-gene-protein system we will use; Where to from Here; 2 Setting the Technological Scene; 2.1 The Layers of Technology; 2.1.1 From passive user to active developer; 2.2 Finding perl; 2.2.1 Checking for perl; Where to from Here I Working with Perl3 The Basics; 3.1 Let's Get Started!; 3.1.1 Running Perl programs; 3.1.2 Syntax and semantics; 3.1.3 Program: run thyself!; 3.2 Iteration; 3.2.1 Using the Perl while construct; 3.3 More Iterations;

3.3.1 Introducing variable containers; 3.3.2 Variable containers and loops; 3.4 Selection; 3.4.1 Using the Perl if construct; 3.5 There Really is MTOWTDI; 3.6 Processing Data Files; 3.6.1 Asking getlines to do more; 3.7 Introducing Patterns; Where to from Here; The Maxims Repeated; 4 Places to Put Things; 4.1 Beyond Scalars; 4.2 Arrays: Associating Data with Numbers  
 4.2.1 Working with array elements; 4.2.2 How big is the array?; 4.2.3 Adding elements to an array; 4.2.4 Removing elements from an array; 4.2.5 Slicing arrays; 4.2.6 Pushing, popping, shifting and unshifting; 4.2.7 Processing every element in an array; 4.2.8 Making lists easier to work with; 4.3 Hashes: Associating Data with Words; 4.3.1 Working with hash entries; 4.3.2 How big is the hash?; 4.3.3 Adding entries to a hash; 4.3.4 Removing entries from a hash; 4.3.5 Slicing hashes; 4.3.6 Working with hash entries: a complete example; 4.3.7 Processing every entry in a hash; Where to from Here  
 The Maxims Repeated  
 5 Getting Organised; 5.1 Named Blocks; 5.2 Introducing Subroutines; 5.2.1 Calling subroutines; 5.3 Creating Subroutines; 5.3.1 Processing parameters; 5.3.2 Better processing of parameters; 5.3.3 Even better processing of parameters; 5.3.4 A more flexible drawline subroutine; 5.3.5 Returning results; 5.4 Visibility and Scope; 5.4.1 Using private variables; 5.4.2 Using global variables properly; 5.4.3 The final version of drawline; 5.5 In-built Subroutines; 5.6 Grouping and Reusing Subroutines; 5.6.1 Modules; 5.7 The Standard Modules; 5.8 CPAN: The Module Repository  
 5.8.1 Searching CPAN; 5.8.2 Installing a CPAN module manually; 5.8.3 Installing a CPAN module automatically; 5.8.4 A final word on CPAN modules; Where to from Here; The Maxims Repeated; 6 About Files; 6.1 I/O: Input and Output; 6.1.1 The standard streams: STDIN, STDOUT and STDERR; 6.2 Reading Files; 6.2.1 Determining the disk-file names; 6.2.2 Opening the named disk-files; 6.2.3 Reading a line from each of the disk-files; 6.2.4 Putting it all together; 6.2.5 Slurping; 6.3 Writing Files; 6.3.1 Redirecting output; 6.3.2 Variable interpolation; 6.4 Chopping and Chomping; Where to from Here  
 The Maxims Repeated

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## Sommario/riassunto

Bioinformatics, Biocomputing and Perl presents a modern introduction to bioinformatics computing skills and practice. Structuring its presentation around four main areas of study, this book covers the skills vital to the day-to-day activities of today's bioinformatician. Each chapter contains a series of maxims designed to highlight key points and there are exercises to supplement and cement the introduced material. Working with Perl presents an extended tutorial introduction to programming through Perl, the premier programming technology of the bioinformatics community. Even t

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