

1. Record Nr.	UNINA9910784540503321
Titolo	Competition and variation in natural languages [[electronic resource]] : the case for case / / edited by Mengistu Amberber, Helen de Hoop
Pubbl/distr/stampa	Amsterdam ; ; San Diego, CA ; ; Oxford, : Elsevier, 2005
ISBN	1-280-63293-3 9786610632930 0-08-045977-3
Edizione	[1st ed.]
Descrizione fisica	1 online resource (375 p.)
Collana	Perspectives on cognitive science
Altri autori (Persone)	HoopHelen de <1964-> AmberberMengistu <1961->
Disciplina	415.5
Soggetti	Grammar, Comparative and general - Case Cognitive science
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 indexes.
Nota di contenuto	front cover; copyright; table of contents; front matter; Volume Editors; List of Contributors; Preface; body; Competition and Variation in Natural Languages: The Case for Case; Some Participants are More Equal than Others: Case and the Composition of Arguments in Kuuk Thaayorre; Head Marking and Dependent Marking of Grammatical Relations in Yurakare; Case Pattern Splits, Verb Types and Construction Competition; Limits to Case - A Critical Survey of the Notion; Case as Feature Checking and the Status of Predicate Initial Languages The Case of Basque: An Accusative Analysis for an Ergative System Noun Phrase Resolution: The Correlation between Case and Ambiguity; Changes in Case Marking in NP: From Old English to Middle English; The On-line Resolution of Subject-Object Ambiguities with and without Case-Marking in Dutch: Evidence from Event-Related Brain Potentials; Differential Subject Marking in Amharic; Differential Case-Marking in Hindi; back matter; Author Index; index; Language Index
Sommario/riassunto	This volume combines different perspectives on case-marking: (1) typological and descriptive approaches of various types and instances of case-marking in the languages of the world as well as comparison with languages that express similar types of relations without

morphological case-marking; (2) formal analyses in different theoretical frameworks of the syntactic, semantic, and morphological properties of case-marking; (3) a historical approach of case-marking; (4) a psycholinguistic approach of case-marking. Although there are a number of publications on case related issues, there

2. Record Nr.	UNINA9911020032103321
Autore	Maxfield Clive <1957->
Titolo	The definitive guide to how computers do math : featuring the virtual DIY calculator / / Clive "Max" Maxfield, Alvin Brown
Pubbl/distr/stampa	Hoboken, N.J., : Wiley-Interscience, c2005
ISBN	9786610235735 9781280235733 128023573X 9780470362372 0470362375 9780471741961 0471741965 9780471741978 0471741973
Descrizione fisica	1 online resource (469 p.)
Classificazione	54.00
Altri autori (Persone)	BrownAlvin <1954->
Disciplina	004/.01/51
Soggetti	Computer science - Mathematics
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 (p. 436-439) and index.
Nota di contenuto	How Computers Do Math; Contents; Laboratories; Do You Speak Martian?; Chapter 0 Why This Book Is So Cool; Chapter 1 Introducing Binary and Hexadecimal Numbers; Chapter 2 Computers and Calculators; Chapter 3 Subroutines and Other Stuff; Chapter 4 Integer Arithmetic; Chapter 5 Creating an Integer Calculator; Chapter 6 More Functions and Experiments; Interactive Laboratories; Appendix A Installing Your DIY Calculator; Appendix B Addressing Modes; Appendix C Instruction Set Summary; Appendix D Additional Resources; About

Sommario/riassunto

The Basics of Computer Arithmetic Made Enjoyable and Accessible-with a Special Program Included for Hands-on Learning""The combination of this book and its associated virtual computer is fantastic! Experience over the last fifty years has shown me that there's only one way to truly understand how computers work; and that is to learn one computer and its instruction set-no matter how simple or primitive-from the ground up. Once you fully comprehend how that simple computer functions, you can easily extrapolate to more complex machines.""- Fred Hudson, retired engineer/scientist<b
