Python Programming In Context 2nd Second Edition By Miller Bradley N Ranum David L Published By Jones Bartlett Learning 2013

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Python for Software Design - Allen Downey 2009-03-09
Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept.
Theory and Problems of Electric Circuits - Joseph Edminister 1965

Apprenticeship Patterns - Dave Hoover 2009-10-02
Are you doing all you can to further your career as a software developer? With today's rapidly changing and ever-expanding technologies, being successful requires more than technical expertise. To grow professionally, you also need soft skills and effective learning techniques. Honing those skills is what this book is all about. Authors Dave Hoover and Adewale Oshineye have cataloged dozens of behavior patterns to help you perfect essential aspects of your craft. Compiled from years of research, many interviews, and feedback from O'Reilly's online forum, these patterns address difficult situations that programmers, administrators, and DBAs face every day. And it's not just about financial success. Apprenticeship Patterns also approaches software development as a means to personal fulfillment. Discover how this book can help you make the best of both your life and your career. Solutions to some common obstacles that this book explores in-depth include: Burned out at work? "Nurture Your Passion" by finding a pet project to rediscover the joy of problem solving. Feeling overwhelmed by new information? Re-explore familiar territory by building something you've built before, then use "Retreat into Competence" to move forward again. Stuck in your learning? Seek a team of experienced and talented developers with whom you can "Be the Worst" for a while. "Brilliant stuff! Reading this book was like being in a

time machine that pulled me back to those key learning moments in my career as a professional software developer and, instead of having to learn best practices the hard way, I had a guru sitting on my shoulder guiding me every step towards master craftsmanship. I'll certainly be recommending this book to clients. I wish I had this book 14 years ago!"-Russ Miles, CEO, OpenCredo

The Python 3 Standard Library by Example - Doug Hellmann 2017 Provides information on the Python 2.7 library offering code and output examples for working with such tasks as text, data types, algorithms, math, file systems, networking, XML, email, and runtime.

Advanced Calculus of Several Variables - C. H. Edwards 2014-05-10 Advanced Calculus of Several Variables provides a conceptual treatment of multivariable calculus. This book emphasizes the interplay of geometry, analysis through linear algebra, and approximation of nonlinear mappings by linear ones. The classical applications and computational methods that are responsible for much of the interest and importance of calculus are also considered. This text is organized into six chapters. Chapter I deals with linear algebra and geometry of Euclidean n-space Rn. The multivariable differential calculus is treated in Chapters II and III, while multivariable integral calculus is covered in Chapters IV and V. The last chapter is devoted to venerable problems of the calculus of variations. This publication is intended for students who have completed a standard introductory calculus sequence.

Engineering Basics: Electrical, Electronics and Computer Engineering - T. Thyagarajan 2007 Designed For Entry-Level Engineering Students, This Book Presents A Thorough Exposition Of Electrical, Electronics, Computer And Communication Engineering. Simple Language Has Been Used Throughout The Book And The Fundamental Concepts Have Been Systematically Highlighted * This Edition Includes New Chapters On * Transmission And Distribution * Communication Services * Linear And Digital Integrated Circuits * Sequential Logic System * The Book Also Includes * Large Number Of Diagrams For A Clear Understanding Of The Subject * Cumerous Solved Examples Illustrating Basic Concepts And Techniques * Exercises And Review Questions With Answers * Revision Formulae For Quick Review And RecallAll These Features Make This Book An Ideal Text For Both Degree And Diploma Students Engineering.

Impractical Python Projects - Lee Vaughan 2018-11-27 Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palingrams - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up,

you'll find endless educational, geeky fun with Impractical Python Projects.

Discrete Structures, Logic, and Computability - James L. Hein 2001
Discrete Structure, Logic, and Computability introduces the beginning computer science student to some of the fundamental ideas and techniques used by computer scientists today, focusing on discrete structures, logic, and computability. The emphasis is on the computational aspects, so that the reader can see how the concepts are actually used. Because of logic's fundamental importance to computer science, the topic is examined extensively in three phases that cover informal logic, the technique of inductive proof; and formal logic and its applications to computer science.

Basic Civil Engineering - Dr. B.C. Punmia 2003-05

Learning Python Data Visualization - Chad Adams 2014-08-25
If you are a Python novice or an experienced developer and want to explore data visualization libraries, then this is the book for you. No prior charting or graphics experience is needed.

Doing Math with Python - Amit Saha 2015-08-01
Doing Math with Python shows you how to use Python to delve into high school–level math topics like statistics, geometry, probability, and calculus. You'll start with simple projects, like a factoring program and a quadratic-equation solver, and then create more complex projects once you've gotten the hang of things. Along the way, you'll discover new ways to explore math and gain valuable programming skills that you'll use throughout your study of math and computer science. Learn how to: –Describe your data with statistics, and visualize it with line graphs, bar charts, and scatter plots –Explore set theory and probability with programs for coin flips, dicing, and other games of chance –Solve algebra problems using Python's symbolic math functions –Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set –Write programs to find

derivatives and integrate functions Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math. Uses Python 3

Circuits and Networks - Anant Sudhakar 2006
Part of the McGraw-Hill Core Concepts in Electrical Engineering Series, Circuits and Networks: Analysis and Synthesis is designed as a textbook for an introductory circuits course at the intermediate undergraduate level. The book may also be appealing to a non-major survey course in electrical engineering course as well. A primary goal in Circuits and Networks is to establish a firm understanding of the basic laws of electrical circuits, and to provide students with a working knowledge of the commonly used methods of analysis in electrical engineering.The text assumes no mathematical knowledge, making it easy for students to immediately jump into circuit analysis. In addition, all of the "must have's" for a circuits text, such as an extensive introduction to PSPICE, are present in this book. About the Core Concepts in Electrical Engineering Series:As advances in networking and communications bring the global academic community even closer together, it is essential that textbooks recognize and respond to this shift. It is in this spirit that we will publish textbooks in the McGraw-Hill Core Concepts in Electrical Engineering Series. The series will offer textbooks for the global electrical engineering curriculum that are reasonably priced, innovative, dynamic, and will cover fundamental subject areas studied by Electrical and Computer

Engineering students. Written with a global perspective and presenting the latest in technological advances, these books will give students of all backgrounds a solid foundation in key engineering subjects.

Python Pocket Reference - Mark Lutz 1998

This handy reference guide summarizes Python statements, built-in functions, escape and formatting codes, and other prominent Python language features.

Python Programming in Context - Miller 2013-02-01

A user-friendly, object-oriented language, Python is quickly becoming the favorite introductory programming language among students and instructors. Many find Python to be a more lucid language than Java but with much of the functionality and therefore the ideal first language for those entering the world of Computer Science. Python Programming in Context, Second Edition is a clear, accessible introduction to the fundamental programming and problem solving concepts necessary for students at this level. The authors carefully build upon the many important computer science concepts and problem solving techniques throughout the text and offer relevant, real-world examples and exercises to reinforce key material. Programming skills throughout the text are linked to applied areas such as Image Processing, Cryptography, Astronomy, Music, the Internet, and Bioinformatics, giving students a well-rounded look of its capabilities.

Pro Django - Marty Alchin 2013-07-09

Learn how to leverage Django, the leading Python web application development framework, to its full potential in this advanced tutorial and reference. Updated for Django 1.5 and Python 3, Pro Django, Second Edition examines in great detail the complex problems that Python web application developers can face and how to solve them. It provides in–depth information about advanced tools and techniques available in every Django installation, running the gamut from the theory of Django's internal operations to actual code that solves real–world problems for high–volume environments. Pro Django, Second Edition goes above and beyond other books, leaving the basics far behind and showing how Django can do things even its core developers never expected. By drawing on the dynamic nature of Python, you can write Django applications that stretch the limits of what you thought possible! What you'll learn Use Django's models, views, forms, and templates Handle HTTP and customizing back ends Get the most out of Django's common tooling Employ Django in various environments Build an API using Django's own components Make this code reusable—even distributable Who this book is for This book is for companies looking for a framework capable of supporting enterprise needs, as well as advanced Python or web developers looking to solve unusual, complex problems. Table of Contents Understanding Django Django Is Python Models URLs and Views Forms Templates Handling HTTP Backend Protocols Common Tools Coordinating Applications Enhancing Applications

How Much Should a Person Consume? - Ramachandra Guha 2006

Publisher description

Society Of Mind - Marvin Minsky 1988-03-15

Computing Methodologies -- Artificial Intelligence.

Programming with Java - Radhika S. Grover 2013

This 14-chapter introduction to programming with Java at the CS-1 level, uses multimedia-based programs as a means of instruction. Multimedia is a combination of various media such as text, audio, video, images, graphics and animation. With this book, students will learn Java using programs that draw graphics and images, perform animation, read and play music files, display video, and more. This text uses clear explanations and illustrations, and does not require prior programming experience, knowledge of graphics, or other media API's.Progamming with Java: A Multimedia Approach covers topics such as variables, data types, literals, operators, creating objects, Java 2D classes,

user-defined classes, inheritance, interfaces, exception handling, GUI programming, generics and collections, and multithreaded programming. It also provides introductions to arrays and the scanner class.TuringsCraft CodeLab access is available for adopting professors. Custom CodeLab: CodeLab is a web-based interactive programming exercise service that has been customized to accompany this text. It provides numerous short exercises, each focused on a particular programming idea or language construct. The student types in code and the system immediately judges its correctness, offering hints when the submission is incorrect.

Essentials of Software Engineering - Frank Tsui 2011
Computer Architecture/Software Engineering

WING & TRAP SHOOTING - Charles 1861-1947 Askins 2016-08-28
This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Android App Development - Hervé J. Franceschi 2016-12-29
Android App Development is written for the Android programming course and takes a building block approach, presenting a real app from start to finish in each chapter. Each chapter is broken down into manageable topics, demonstrating a topic and then a working app.

Regular Expression Pocket Reference - Tony Stubblebine 2003-08-27
Regular expressions are such a powerful tool for manipulating text and data that anyone who uses a computer can benefit from them. Composed of a mixture of symbols and text, regular expressions can be an outlet for creativity, for brilliant programming, and for the elegant solution. While a command of regular expressions is an invaluable skill, all there is to know about them fills a very large volume, and you don't always have time to thumb through hundreds of pages each time a question arises. The answer is the Regular Expression Pocket Reference. Concise and easy-to-use, this little book is the portable companion to Mastering Regular Expressions. This handy guide offers programmers a complete overview of the syntax and semantics of regular expressions that are at the heart of every text-processing application. Ideal as an introduction for beginners and a quick reference for advanced programmers, Regular Expression Pocket Reference is a comprehensive guide to regular expression APIs for C, Perl, PHP,Java, .NET, Python, vi, and the POSIX regular expression libraries. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point and need to get to a solution quickly, the new Regular Expression Pocket Reference is the book you'll want to have.

Topographies of Tolerance and Intolerance - Marjorie Elizabeth Plummer 2018-08-07
The essays in Topographies of Tolerance and Intolerance explore lived experiences of religious plurality, providing insights into religious coexistence during the early modern period. In doing so, they challenge the narrative of a

simple progression of tolerance and confessional identity.

New Zealand Freshwater Fishes - R.M. McDowall 2010-07-27

In many ways, this book is the culmination of more than four decades of my exp- ration of the taxonomy, biogeography and ecology of New Zealand's quite small freshwater fish fauna. I began this firstly as a fisheries ecologist with the New Zealand Marine Department (then responsible for the nation's fisheries research and mana- ment), and then with my PhD at the Museum of Comparative Zoology at Harvard University, Cambridge, MA, USA in the early–mid 1960s. Since then, employed by a series of agencies that have successively been assigned a role in fisheries research in New Zealand, I have been able to explore very widely the natural history of that fauna. Studies of the fishes of other warm to cold temperate southern lands have followed, particularly southern Australia, New Caledonia, Patagonian South America, the Falkland Islands, and South Africa and, in many ways, have provided the rather broader context within which the New Zealand fauna is embedded in terms of geography, phylogeny, and evolutionary history, and knowing this context makes the patterns within New Zealand all the clearer. An additional stream in these studies, in substantial measure driven by the beh- ioural ecology of these fishes round the Southern Hemisphere, has been exploration of the role of diadromy (regular migrations between marine and freshwater biomes) in fisheries ecology and biogeography, and eventually of diadromous fishes wor- wide.

Python Programming On Win32 - Mark Hammond 2000

A demonstration of Python's basic technologies showcases the programming language's possiblities as a Windows development and administration tool.

Databases Illuminated - Catherine Ricardo 2011-03-03

Integrates database theory with a practical approach to database design and implementation. From publisher description.

Python Programming in Context - Bradley N. Miller 2010-10-27

A user-friendly, object-oriented language, Python is quickly becoming the favorite introductory programming language among students and instructors. Many find Python to be a more lucid language than Java but with much of the functionality and therefore the ideal first language for those entering the world of Computer Science. Python Programming in Context is a clear, accessible introduction to the fundamental programming and problem solving concepts necessary for students at this level. The authors carefully build upon the many important computer science concepts and problem solving techniques throughout the text and offer relevant, real-world examples and exercises to reinforce key material. Programming skills throughout the text are linked to applied areas such as Image Processing, Cryptography, Astronomy, Music, the Internet, and Bioinformatics, giving students a well rounded look of its capabilities.

Some inner fury - Kamala Markandaya 1952

Python in a Nutshell - Alex Martelli 2006-07-14

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

Java Illuminated - Julie Anderson 2012

With a variety of interactive learning features and user-friendly pedagogy, the Third Edition provides a comprehensive introduction to programming using the most current version of Java. Throughout the text the authors incorporate an "active learning approach" which asks students to take an active role in their understanding of the language through the use of numerous interactive examples, exercises, and projects. Object-oriented programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques. In response to students

growing interest in animation and visualization the text includes techniques for producing graphical output and animations beginning in Chapter 4 with applets and continuing throughout the text. You will find Java Illuminated, Third Edition comprehensive and user-friendly. Students will find it exciting to delve into the world of programming with hands-on, real-world applications!New to the Third Edition:-Includes NEW examples and projects throughout-Every NEW copy of the text includes a CD-ROM with the following: *programming activity framework code*full example code from each chapter*browser-based modules with visual step-by-step demonstrations of code execution*links to popular integrated development environments and the Java Standard Edition JDK-Every new copy includes full student access to TuringsCraft Custome CodeLab. Customized to match the organization of this textbook, CodeLab provides over 300 short hands-on programming exercises with immediate feedback.Instructor Resources: Test Bank, PowerPoint Lecture Outlines, Solutions to Programming Activities in text, and Answers to the chapter exercisesAlso available:Java Illuminated: Brief Edition, Third Edition (ISBN-13: 978-1-4496-3202-1). This Brief Edition is suitable for the one-term introductory course.

Teaching and Developing Reading Skills - Peter Watkins 2017-12-14
This book is for anyone who wants to provide their learners with rich and rewarding reading experiences. Drawing on current reading theory, the book promotes the teaching of reading in a theoretically sound way, moving beyond a comprehension-testing approach to reading. The practical part of the book provides a collection of accessible, generic activities so that teachers can support and develop learners' reading skills and strategies. Its scope is wide-ranging, from promoting reading and developing fluency, to exploiting digital sources, using learner-generated texts and assessing reading. Further activities support teachers develop excellence in the teaching of reading through guided reflection and action research.

Python Programming in Context - Bradley N. Miller 2014
"The user-friendly, object-oriented programming language Python is quickly becoming the most popular introductory programming language for both students and instructors ... Building on essential concepts of computer science and offering a plentitude of real-world examples, Python programming in context, Second edition offers a thorough overview of multiple applied areas, including image processing, cryptography, astronomy, the Internet, and bioinformatics. The text's emphasis on problem solving, extrapolation, and development of independent exploration and solution building provides students with a unique and innovative approach to learning programming." --

Handbook of Open Source Tools - Sandeep Koranne 2010-10-17
Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory , GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well.

Data Structures and Algorithms with Python - Kent D. Lee 2015-01-12

This textbook explains the concepts and techniques required to write programs that can handle large amounts of data efficiently. Project-oriented and classroom-tested, the book presents a number of important algorithms supported by examples that bring meaning to the problems faced by computer programmers. The idea of computational complexity is also introduced, demonstrating what can and cannot be computed efficiently so that the programmer can make informed judgements about the algorithms they use. Features: includes both introductory and advanced data structures and algorithms topics, with suggested chapter sequences for those respective courses provided in the preface; provides learning goals, review questions and programming exercises in each chapter, as well as numerous illustrative examples; offers downloadable programs and supplementary files at an associated website, with instructor materials available from the author; presents a primer on Python for those from a different language background.

Hollywood Highbrow - Shyon Baumann 2007-10-14
Today's moviegoers and critics generally consider some Hollywood products-- even some blockbusters--to be legitimate works of art. But during the first half century of motion pictures very few Americans would have thought to call an American movie "art." Up through the 1950s, American movies were regarded as a form of popular, even lower-class, entertainment. By the 1960s and 1970s, however, viewers were regularly judging Hollywood films by artistic criteria previously applied only to high art forms. In Hollywood Highbrow, Shyon Baumann for the first time tells how social and cultural forces radically changed the public's perceptions of American movies just as those forces were radically changing the movies themselves. The development in the United States of an appreciation of film as an art was, Baumann shows, the product of large changes in Hollywood and American society as a whole. With the postwar rise of television, American movie audiences shrank dramatically and Hollywood responded by appealing to

richer and more educated viewers. Around the same time, European ideas about the director as artist, an easing of censorship, and the development of art-house cinemas, film festivals, and the academic field of film studies encouraged the idea that some American movies--and not just European ones- -deserved to be considered art.

Python Data Structures and Algorithms - Benjamin Baka 2017-05-30
Implement classic and functional data structures and algorithms using Python About This Book A step by step guide, which will provide you with a thorough discussion on the analysis and design of fundamental Python data structures. Get a better understanding of advanced Python concepts such as big-o notation, dynamic programming, and functional data structures. Explore illustrations to present data structures and algorithms, as well as their analysis, in a clear, visual manner. Who This Book Is For The book will appeal to Python developers. A basic knowledge of Python is expected. What You Will Learn Gain a solid understanding of Python data structures. Build sophisticated data applications. Understand the common programming patterns and algorithms used in Python data science. Write efficient robust code. In Detail Data structures allow you to organize data in a particular way efficiently. They are critical to any problem, provide a complete solution, and act like reusable code. In this book, you will learn the essential Python data structures and the most common algorithms. With this easy-to-read book, you will be able to understand the power of linked lists, double linked lists, and circular linked lists. You will be able to create complex data structures such as graphs, stacks and queues. We will explore the application of binary searches and binary search trees. You will learn the common techniques and structures used in tasks such as preprocessing, modeling, and transforming data. We will also discuss how to organize your code in a manageable, consistent, and extendable way. The book will explore in detail sorting algorithms such as bubble sort, selection sort, insertion sort, and merge sort. By

the end of the book, you will learn how to build components that are easy to understand, debug, and use in different applications. Style and Approach The easy-to-read book with its fast-paced nature will improve the productivity of Python programmers and improve the performance of Python applications.

Twisted Network Programming Essentials - Abe Fettig 2005-10-20 Written for developers who want build applications using Twisted, this book presents a task-oriented look at this open source, Python- based technology.

An Introduction to Digital Multimedia - Terry Michael Savage 2009-09-29 Computer Graphics & Graphics Applications

Statistics and Probability for Engineering Applications - William DeCoursey 2003-05-14

Statistics and Probability for Engineering Applications provides a complete discussion of all the major topics typically covered in a college engineering statistics course. This textbook minimizes the derivations and mathematical theory, focusing instead on the information and techniques most needed and used in engineering applications. It is filled with practical techniques directly applicable on the job. Written by an experienced industry engineer and statistics professor, this book makes learning statistical methods easier for today's student. This book can be read sequentially like a normal textbook, but it is designed to be used as a handbook, pointing the reader to the topics and sections pertinent to a particular type of statistical problem. Each new concept

is clearly and briefly described, whenever possible by relating it to previous topics. Then the student is given carefully chosen examples to deepen understanding of the basic ideas and how they are applied in engineering. The examples and case studies are taken from real-world engineering problems and use real data. A number of practice problems are provided for *Probability, Statistics, and Decision for Civil Engineers* each, with answers in the back for selected problems. This book will appeal to engineers in the entire engineering spectrum (electronics/electrical, mechanical, chemical, and civil engineering); engineering students and students taking computer science/computer engineering graduate courses; scientists needing to use applied statistical methods; and engineering technicians and technologists. * Filled with practical techniques directly applicable on the job * Contains hundreds of solved problems and case studies, using real data sets * Avoids unnecessary theory

- Jack R Benjamin

2014-07-16

"This text covers the development of decision theory and related applications of probability. Extensive examples and illustrations cultivate students' appreciation for applications, including strength of materials, soil mechanics, construction planning, and water-resource design. Emphasis on fundamentals makes the material accessible to students trained in classical statistics and provides a brief introduction to probability. 1970 edition"--