

Sharp Ux 105 User Guide

This introduction to some of the principal models in the theory of disordered systems leads the reader through the basics, to the very edge of contemporary research, with the minimum of technical fuss. Topics covered include random walk, percolation, self-avoiding walk, interacting particle systems, uniform spanning tree, random graphs, as well as the Ising, Potts, and random-cluster models for ferromagnetism, and the Lorentz model for motion in a random medium. This new edition features accounts of major recent progress, including the exact value of the connective constant of the hexagonal lattice, and the critical point of the random-cluster model on the square lattice. The choice of topics is strongly motivated by modern applications, and focuses on areas that merit further research. Accessible to a wide audience of mathematicians and physicists, this book can be used as a graduate course text. Each chapter ends with a range of exercises.

This edited volume presents fundamentals as well as applications of oculomotor methods in industrial and clinical settings. The topical spectrum covers 1.) basics and background material, 2.) methods such as recording techniques, markov models, Lévy flights, pupillometry and many more, as well as 3.) a broad range of applications in clinical and industrial settings. The target audience primarily comprises research experts and practitioners, but the book may also be beneficial for graduate students.

Think Like a UX Researcher will challenge your preconceptions about user experience (UX) research and encourage you to think beyond the obvious. You'll discover how to plan and conduct UX research, analyze data, persuade teams to take action on the results and build a career in UX. The book will help you take a more strategic view of product design so you can focus on optimizing the user's experience. UX Researchers, Designers, Project Managers, Scrum Masters, Business Analysts and Marketing Managers will find tools, inspiration and ideas to rejuvenate their thinking, inspire their team and improve their craft. Key Features A dive-in-anywhere book that offers practical advice and topical examples. Thought triggers, exercises and scenarios to test your knowledge of UX research. Workshop ideas to build a development team's UX maturity. War stories from seasoned researchers to show you how UX research methods can be tailored to your own organization.

A comprehensive introduction to the tools, techniques and applications of convex optimization.

This book provides an introduction to the mathematical and algorithmic foundations of data science, including machine learning, high-dimensional geometry, and analysis of large networks. Topics include the counterintuitive nature of data in high dimensions, important linear algebraic techniques such as singular value decomposition, the theory of random walks and Markov chains, the fundamentals of and important algorithms for machine learning, algorithms and analysis for clustering, probabilistic models for large networks, representation learning including topic modelling and non-negative matrix factorization, wavelets and compressed sensing. Important probabilistic techniques are developed including the law of large numbers, tail inequalities, analysis of random projections, generalization guarantees in machine learning, and moment methods for analysis of phase transitions in large random graphs. Additionally, important structural and complexity measures are discussed such as matrix norms and VC-dimension. This book is suitable for both undergraduate and graduate courses in the design and analysis of algorithms for data.

High-dimensional probability offers insight into the behavior of random vectors, random matrices, random subspaces, and objects used to quantify uncertainty in high dimensions. Drawing on ideas from probability, analysis, and geometry, it lends itself to applications in mathematics, statistics, theoretical computer science, signal processing, optimization, and more. It is the first to integrate theory, key tools, and modern applications of high-dimensional probability. Concentration inequalities form the core, and it covers both classical results such as Hoeffding's and Chernoff's inequalities and modern developments such as the matrix Bernstein's inequality. It then introduces the powerful methods based on stochastic processes, including such tools as Slepian's, Sudakov's, and Dudley's inequalities, as well as generic chaining and bounds based on VC dimension. A broad range of illustrations is embedded throughout, including classical and modern results for covariance estimation, clustering, networks, semidefinite programming, coding, dimension reduction, matrix completion, machine learning, compressed sensing, and sparse regression.

At Last! A Beginner's Guide to Newborn Baby Technology You've programmed your DVR, you've installed a wireless Internet connection, you can even check Facebook on your cell phone. But none of this experience will prepare you for the world's biggest technological marvel: a newborn baby. Through step-by-step instructions and helpful schematic diagrams, The Baby Owner's Manual explores hundreds of frequently asked questions: What's the best way to swaddle a baby? How can I make my newborn sleep through the night? When should I bring the baby to a doctor for servicing?

Whatever your concerns, you'll find the answers here—courtesy of celebrated pediatrician Dr. Louis Borgenicht and his son, Joe Borgenicht. Together, they provide plenty of useful advice for anyone who wants to learn the basics of childcare.

The five-volume set LNCS 12932-12936 constitutes the proceedings of the 18th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2021, held in Bari, Italy, in August/September 2021. The total of 105 full papers presented together with 72 short papers and 70 other papers in these books was carefully reviewed and selected from 680 submissions. The contributions are organized in topical sections named: Part I: affective computing; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; augmented reality; computer supported cooperative work. Part II: COVID-19 & HCI; crowdsourcing methods in HCI; design for automotive interfaces; design methods; designing for smart devices & IoT; designing for the elderly and accessibility; education and HCI; experiencing sound and music technologies; explainable AI. Part III: games and gamification; gesture interaction; human-centered AI; human-centered development of sustainable technology; human-robot interaction; information visualization; interactive design and cultural development. Part IV: interaction techniques; interaction with conversational agents; interaction with mobile devices; methods for user studies; personalization and recommender systems; social networks and social media; tangible interaction; usable security. Part V: user studies; virtual reality; courses; industrial experiences; interactive demos; panels; posters; workshops. The chapter 'Stress Out: Translating Real-World Stressors into Audio-Visual Stress Cues in VR for Police Training' is open access under a CC BY 4.0 license at link.springer.com. The chapter 'WhatsApp in Politics?! Collaborative Tools Shifting Boundaries' is open access under a CC BY 4.0 license at link.springer.com.

HCI is a field of study that involves researching, designing, and developing software solutions that solve human problems. With this book, you

will learn how to build and deploy a software prototype that will allow you to test and iterate your human-centered solution.

Contains twenty-seven lessons in the Cherokee language, based on the Oklahoma dialect; and includes accompanying exercises, appendices, and alphabetical vocabulary lists.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

A clear and focused guide to creating useful user experience documentation As web sites and applications become richer and more complex, the user experience (UX) becomes critical to their success. This indispensable and full-color book provides practical guidance on this growing field and shares valuable UX advice that you can put into practice immediately on your own projects. The authors examine why UX is gaining so much interest from web designers, graduates, and career changers and looks at the new UX tools and ideas that can help you do your job better. In addition, you'll benefit from the unique insight the authors provide from their experiences of working with some of the world's best-known companies, learning how to take ideas from business requirements, user research, and documentation to create and develop your UX vision. Explains how to create documentation that clearly communicates the vision for the UX design and the blueprint for how it's going to be developed Provides practical guidance that you can put to work right away on their own projects Looks at the new UX tools and ideas that are born every day, aimed at helping you do your job better and more efficiently Covers a variety of topics including user journeys, task models, funnel diagrams, content audits, sitemaps, wireframes, interactive prototypes, and more Communicating the User Experience is an ideal resource for getting started with creating UX documentation.

New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.

Living in a "perfect" world without social ills, a boy approaches the time when he will receive a life assignment from the Elders, but his selection leads him to a mysterious man known as the Giver, who reveals the dark secrets behind the utopian facade.

This book contains the refereed proceedings of the 17th International Conference on Agile Software Development, XP 2016, held in Edinburgh, UK, in May 2016. While agile development has already become mainstream in industry, this field is still constantly evolving and continues to spur an enormous interest both in industry and academia. To this end, the XP conference attracts a large number of software practitioners and researchers, providing a rare opportunity for interaction between the two communities. The 14 full papers accepted for XP 2016 were selected from 42 submissions. Additionally, 11 experience reports (from 25 submissions) 5 empirical studies (out of 12 submitted) and 5 doctoral papers (from 6 papers submitted) were selected, and in each case the authors were shepherded by an experienced researcher. Generally, all of the submitted papers went through a rigorous peer-review process.

Includes Gtk#, MonoDevelop, Web services, and IKVM.

This book is for all people who are forced to use UNIX. It is a humorous book--pure entertainment--that maintains that UNIX is a computer virus with a user interface. It features letters from the thousands posted on the Internet's "UNIX-Haters" mailing list. It is not a computer handbook, tutorial, or reference. It is a self-help book that will let readers know they are not alone.

Here are all the CCNA-level Routing and Switching commands you need in one condensed, portable resource. The CCNA Routing and Switching Portable Command Guide, Third Edition, is filled with valuable, easy-to-access information and is portable enough for use whether you're in the server room or the equipment closet. The guide summarizes all CCNA certification-level Cisco IOS® Software commands, keywords, command arguments, and associated prompts, providing you with tips and examples of how to apply the commands to real-world scenarios. Configuration examples throughout the book provide you with a better understanding of how these commands are used in simple network designs. This book has been completely updated to cover topics in the ICND1 100-101, ICND2 200-101, and CCNA 200-120 exams. Use this quick reference resource to help you memorize commands and concepts as you work to pass the CCNA Routing and Switching certification exam. The book is organized into these parts: • Part I TCP/IP v4 • Part II Introduction to Cisco Devices • Part III Configuring a Router • Part IV Routing • Part V Switching • Part VI Layer 3 Redundancy • Part VII IPv6 • Part VIII Network Administration and Troubleshooting • Part IX Managing IP Services • Part X WANs • Part XI Network Security Quick, offline access to all CCNA Routing and Switching commands for research and solutions Logical how-to topic groupings for a one-stop resource Great for review before CCNA Routing and Switching certification exams Compact size makes it easy to carry with you, wherever you go "Create Your Own Journal" section with blank, lined pages allows you to personalize the book for your needs "What Do You Want to Do?" chart inside back cover helps you to quickly reference specific tasks

Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering?

Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

Creative professionals, web designers, and UX professionals seeking the fastest, easiest, most comprehensive way to learn Adobe XD (2020 release) choose Adobe XD Classroom in a Book (2020 release) from the best-selling series of hands-on software training workbooks from Adobe Press. The 11 project-based lessons in this book guide users step-by-step through key techniques in XD for designing and prototyping cutting edge content for websites, mobile apps, and

presentations. You'll set up a project, create graphics, add images and text, organize content, and work with components and Libraries. You'll learn how to add effects and work more efficiently with repeat grid. You'll also create fully functioning prototypes, and explore how to preview, share, comment, and export production-ready assets. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

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