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KEY=HANDBUCH - MARCO PATIENCE

IT-HANDBUCH.

IT-SYSTEMELEKTRONIKER/-IN, FACHINFORMATIKER/-IN: SCHÜLERBAND

PRAXISHANDBUCH IT-GRUNDLAGEN FÜR BIBLIOTHEKARE

Walter de Gruyter GmbH & Co KG Leicht verständlich werden die Grundlagen der Informatik und Informationstechnik vermittelt, die zum Verständnis der Anwendungen im bibliothekarischen Alltag benötigt werden. Grundlagen der Codierung, Datenmodellierung, Netzwerktechnik, Digitalisierung, Discovery-Systeme, Linked Data und Semantic-Web-Konzepte, Datensicherheit, Cloud-Systeme, RFID und Makerspaces werden mit hohem Praxisbezug und Beispielen aus dem bibliothekarischen Kontext eingehend erklärt und schaffen so eine umfassende Kenntnis der Terminologie und ein Verständnis für die technischen Zusammenhänge.

HANDBUCH BERUFSBILDUNG

Springer-Verlag Das 'Handbuch der Berufsbildung' erfasst die gesamte Breite des pädagogischen Handlungsfeldes und gibt einen umfassenden Überblick zu Didaktik, AdressatInnen, Vermittlungs- und Aneignungsprozessen und Rahmenbedingungen der Berufsbildung.

THE HYBRIDIZATION OF VOCATIONAL TRAINING AND HIGHER EDUCATION IN AUSTRIA, GERMANY, AND SWITZERLAND

Verlag Barbara Budrich Austria, Germany, and Switzerland are increasingly relying on hybridization at the nexus of vocational training and higher education to increase permeability and reform their highly praised systems of collective skill formation. This historical and organizational institutionalist study compares these countries to trace the evolution of their skill regimes from the 1960s to today's era of Europeanization, focusing especially on the impact of the Bologna and Copenhagen processes.

BLOCKCHAIN TECHNOLOGY FOR BUSINESS PROCESSES

MEANINGFUL USE OF THE NEW TECHNOLOGY IN BUSINESSES

Springer Nature Blockchain technology beyond cryptocurrencies: Discover the many possible uses for your company In this practice-oriented book, the basics of blockchain technology are presented and the reader learns where and how this technology can be usefully applied in business processes. First, the general characteristics of blockchain technology are described; then an actual use case is developed and presented via various steps. This includes a stakeholder analysis as well as a review of the envisaged case by means of the so-called Blockchain Decision Path. In addition, the core concepts, important tools such as the morphological box and non-fungible tokens (NFT) as well as the roles to be filled according to the technology are presented. This book is suitable for managers, directors, developers, strategists and business consultants as well as for students. From the contents · Blockchain types, protocols and consensus models · Methods of process analysis: decision path and utility analysis · Development of an individualised blockchain model · Future analyses of blockchain technology With the help of this book, the reader is able to take his or her own necessary steps, filter out the appropriate business process and create the roadmap for a first prototype. The author explains this with practical examples to enable non-developers to access this knowledge.

OBJECT-ORIENTED DATABASES

The principles of the semantic data modelling are described here in depth and this is followed by a description of the application of object-oriented techniques in this area. Separate chapters are devoted to implementational issues, such as persistence and concurrency.

ECM IN DER CLOUD - POTENZIALE UND RISIKEN

diplom.de Das vorliegende Buch hat das Ziel die Potenziale und Risiken des Enterprise Content Management im Verbund mit Cloud-Computing aufzuzeigen. Dazu werden zunächst Grundlagen des Enterprise Content Management erörtert, um ein besseres Verständnis zu geben, was ECM ist, welche Möglichkeiten es bietet und welche rechtlichen Anforderungen zu berücksichtigen sind. In Kapitel 3 werden Grundlagen zum Cloud-Computing vermittelt. Im Anschluss erfolgt eine Einführung wie sich ECM in der Cloud darstellt, was Kunden erwarten und welche Möglichkeiten sich grundlegend bieten. IT-Segmente mit einer hohen Eignung für ECM-Cloud-Dienste werden vorgestellt und erläutert sowie aktuell verfügbare ECM-Cloud-Lösungen verschiedener ECM-Anbieter. Darauf aufbauend werden die Potenziale und Risiken einer ECM-Cloud-Lösung in verschiedenen Kategorien vorgestellt. Abschließend wird eine Schlussbetrachtung vorgenommen, in der die Ergebnisse der vorhergehenden Kapitel festgehalten werden.

BLOCKCHAIN-TECHNOLOGIE FÜR UNTERNEHMENSPROZESSE

SINNVOLLE ANWENDUNG DER NEUEN TECHNOLOGIE IN UNTERNEHMEN

Springer-Verlag Blockchain-Technologie jenseits von Krypto-Währungen: Entdecken Sie die vielfältigen Nutzungsmöglichkeiten für Ihr Unternehmen In diesem praxisorientierten Fachbuch werden die Grundlagen zum Thema Blockchain-Technologie vorgestellt und der Leser erfährt, wo und wie er diese Technologie sinnvoll in Unternehmensprozessen anwenden kann. Es werden zunächst die allgemeinen Merkmale der Blockchain-Technologie beschrieben; anschließend wird über verschiedene Schritte der eigentliche Use Case entwickelt und vorgestellt. Dazu gehört eine Stakeholderanalyse sowie die Überprüfung des angedachten Falles mittels des sogenannten Blockchain-Decision-Path. Zudem werden die Kernkonzepte sowie die Rollen, die gemäß der Technologie zu besetzen sind, vorgestellt. Aus dem Inhalt Einsatz der Blockchain-Technik und agiles Arbeiten Blockchain-Arten, Protokolle und Konsensmodelle Methoden der Prozessanalyse: Entscheidungspfad und Nutzwertanalyse Entwicklung eines individualisierten Blockchain-Modells Zukunftsanalysen zur Blockchain-Technologie Erhalten Sie einen Überblick über Einsatzmöglichkeiten, Technik und Status Quo der Blockchain-Technologie Dieses Fachbuch ist sowohl für Manager, Geschäftsführer, Developer, Strategen und Unternehmensberater als auch für Studierende geeignet und bietet viele Übungen und Beispiele. Mit Hilfe dieser Lektüre wird es dem Leser möglich sein, seine eigenen, für ihn notwendigen Schritte zu unternehmen, den geeigneten Unternehmensprozess herauszufiltern sowie die Roadmap für einen ersten Prototyp zu erstellen. Für die Erstellung eines Prototyps wird über User Experience und Frontend-Lösungen genauso nachzudenken sein wie über die Architektur der Backend-Blockchain-Lösung. Die Autorin erläutert dies anhand von Praxisbeispielen, um auch Nicht-Developern den Zugang zu diesen Kenntnissen zu ermöglichen.

ARTIFICIAL INTELLIGENCE

A GUIDE FOR THINKING HUMANS

Penguin UK 'If you think you understand AI and all of the related issues, you don't. By the time you finish this exceptionally lucid and riveting book you will breathe more easily and wisely' - Michael Gazzaniga A leading computer scientist brings human sense to the AI bubble No recent scientific enterprise has been so alluring, terrifying and filled with extravagant promise and frustrating setbacks as artificial intelligence. Writing with clarity and passion, leading AI researcher Melanie Mitchell offers a captivating account of modern-day artificial intelligence. Flavoured with personal stories and a twist of humour, Artificial Intelligence illuminates the workings of machines that mimic human learning, perception, language, creativity and common sense. Weaving together advances in AI with cognitive science and philosophy, Mitchell probes the extent to which today's 'smart' machines can actually think or understand, and whether AI even requires such elusive human qualities at all. Artificial Intelligence: A Guide for Thinking Humans provides readers with an accessible and clear-eyed view of the AI landscape, what the field has actually accomplished, how much further it has to go and what it means for all of our futures.

RASPBERRY PI USER GUIDE

John Wiley & Sons Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's

creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.

ARBEITSZEUGNISRECHT IM KONTEXT DER PERSONALENTWICKLUNG

disserta Verlag Der Inhalt von Arbeitszeugnissen gehört oft zu den vor den Arbeitsgerichten verhandelten Klagen. Das zeigt bereits die hohe Bedeutung, die das Arbeitszeugnis trotz aller Kritik an der Formulierungspraxis, am Aufbau und an der Glaubwürdigkeit hat. Eine Alternative hat sich in Deutschland bislang nicht etabliert. Im Mittelpunkt dieses Buches steht daher der aktuelle Wissensstand zu den Standards und Varianten der Arbeitszeugnisse unter Beachtung der maßgeblichen Rechtsprechung. Einen besonderen Stellenwert haben dabei die Abwägungen und Entscheidungen der Arbeitsgerichte aus den letzten Jahren zur Verteilung der Darlegungs- und Beweislast. Ein starker Fokus wird insgesamt auf die Verbindung zur Personalentwicklung gelegt, die im Endeffekt immer in ein Arbeitszeugnis einfließt. Gleichzeitig zeigt dieses Buch Strukturen für ein IT-basiertes personalwirtschaftliches Managementsystem auf, das ermöglichen soll, eine elektronische Personalakte (mit dem Schwerpunkt Personalentwicklung), eine Terminverwaltung, eine Hilfestellung für die rechtskonforme Formulierung von Arbeitszeugnissen, ergänzende Archiv- und Antragsfunktionen sowie eine niederschwellig nutzbare Kommunikationsplattform in sich zu vereinen.

CORE DATA SERVICES FOR ABAP

SAP PRESS The definitive CDS resource is back and bigger than ever! Begin with the basics: explore CDS syntax and model types. Then learn to define CDS entities and model SAP S/4HANA application data with step-by-step instructions. You'll develop models for analytical and transactional applications, work with the SAP S/4HANA virtual data model, and get to know the ABAP RESTful application programming model. Round out your knowledge with details on extensibility, testing, and troubleshooting. Get on the cutting edge of data modeling! In this book, you'll learn about: a. CDS Data Modeling Get started with the CDS fundamentals. Model your first CDS view and understand how to work with entity types, associations, annotations, access controls, business services, and more. Explore all-new ABAP functionality and syntax. b. ABAP RESTful Application Programming Model Develop application models based on SAP S/4HANA's new ABAP RESTful application programming model. Create behavior definitions, add advanced functions, and implement handlers. c. Extending, Testing, and Troubleshooting Customize your applications and ensure they're running smoothly. Extend CDS views with CDS entity extensions, test them with the test double framework, and troubleshoot any issues. Highlights include: 1) Data modeling 2) Associations 3) Annotations 4) Access controls 5) Business services 6) ABAP RESTful application programming model 7) Virtual data model (VDM) 8) Analytical and transactional applications 9) Hierarchies 10) Extensions 11) Automated testing Troubleshooting

PRÜFUNGSVORBEREITUNG FÜR IT-BERUFE

DIE WIRKLICH WICHTIGEN PRÜFUNGSINHALTE, NACH LERNFELDERN SORTIERT - ÜBUNGSAUFGABEN MIT KOMMENTIERTEN LÖSUNGEN

Springer Vieweg Dieses Buch ist für angehende Fachinformatiker, IT-System-Elektroniker, IT-Systemkaufleute und Informatikkaufleute geschrieben, die kurz vor der Prüfung stehen. Es bietet eine klare, kompakte, systematische Anleitung zur Prüfungsvorbereitung mit den wichtigsten Lerninhalten, vielen Lernhinweisen und Rechercheempfehlungen. Es wird ergänzt für den kaufmännischen Teil durch das Buch "BWL für IT-Berufe" vom gleichen Autor. Für den Leser gibt es online einen kostenlosen Aktualisierungsservice.

DAS C++BUILDER REZEPTBUCH, TEIL 2

EINE PRAXISNAHE ARBEITSHILFE FÜR DIE ENTWICKLUNG VON C++-PROGRAMMEN MIT DEM C++BUILDER

BoD - Books on Demand In diesem Band werden u. a. die folgenden Themen behandelt: - Eingriffe in den Programmablauf - Erstellung von Geschäftsgrafiken mit der Komponente TChart - Einführung in die Programmierung relationaler Datenbanken - Erstellung von Datenbank-Berichten mit Rave Reports - Dynamische Link-Bibliotheken - Ankopplung von Modulen aus anderen Programmiersprachen - Verbindung zum Internet mit den INDY-Komponenten Durch zahlreiche charakteristische Anwendungsbeispiele wird der Leser rasch in die Lage versetzt, individuelle Anwendungen mit dem C++Builder selbst zu erstellen. Selbstverständlich wird dabei auf typische Fallstricke deutlich hingewiesen. Weitere Bände, die sich u. a. mit fortgeschrittenen Datenbanktechniken, Data Snap - Client/Server-Lösungen und der Nutzung in integrierter Softwareentwicklung befassen sind geplant.

C VON A BIS Z

DAS UMFASSENDE HANDBUCH

CLASSIC COMPUTER SCIENCE PROBLEMS IN PYTHON

Simon and Schuster "Highly recommended to everyone interested in deepening their understanding of Python and practical computer science." —Daniel Kenney-Jung, MD, University of Minnesota Key Features Master formal techniques taught in college computer science classes Connect computer science theory to real-world applications, data, and performance Prepare for programmer interviews Recognize the core ideas behind most "new" challenges Covers Python 3.7 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Programming problems that seem new or unique are usually rooted in well-known engineering principles. Classic Computer Science Problems in Python guides you through time-tested scenarios, exercises, and algorithms that will prepare you for the "new" problems you'll face when you start your next project. In this amazing book, you'll tackle dozens of coding challenges, ranging from simple tasks like binary search algorithms to clustering data using k-means. As you work through examples for web development, machine learning, and more, you'll remember important things you've forgotten and discover classic solutions that will save you hours of time. What You Will Learn Search algorithms Common techniques for graphs Neural networks Genetic algorithms Adversarial search Uses type hints throughout This Book Is Written For For intermediate Python programmers. About The Author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. He is the author of Dart for Absolute Beginners (Apress, 2014), Classic Computer Science Problems in Swift (Manning, 2018), and Classic Computer Science Problems in Java (Manning, 2020) Table of Contents Small problems Search problems Constraint-satisfaction problems Graph problems Genetic algorithms K-means clustering Fairly simple neural networks Adversarial search Miscellaneous problems

DISCOURSES ON PROFESSIONAL LEARNING

ON THE BOUNDARY BETWEEN LEARNING AND WORKING

Springer This book analyses and elaborates on learning processes within work environments and explores professional learning. It presents research indicating general characteristics of the work environment that support learning, as well as barriers to workplace learning. Themes of professional development, lifelong learning and business organisation emerge through the chapters and contributions explore theoretical and empirical analyses on the boundary between working and learning in various contexts and with various methodological approaches. Readers will discover how current workplace learning approaches can emphasise the learning potential of the work environment and how workplaces can combine the application of competence that is working, with its acquisition or learning. Through these chapters, we learn about the educational challenge to design workplaces as environments of rich learning potential without neglecting business demands. Expert authors explore how learning and working are both to be considered as two common aspects of an individual's activity. Complexity, significance, integrity and variety of assigned work tasks as well as scope of action, interaction and feedback within its processing, turn out to be crucial work characteristics, amongst others revealed in these chapters. Part of the Professional and Practice-based Learning series, this book will appeal to anyone with an interest in workplaces as learning environments: those within government, community or business agencies and within the research communities in education, psychology, sociology and business management will find it of great interest.

PRÜFUNGSVORBEREITUNG FÜR IT-BERUFE

DIE WIRKLICH WICHTIGEN PRÜFUNGSINHALTE, NACH LERNFELDERN SORTIERT - ÜBUNGSAUFGABEN MIT KOMMENTIERTEN LÖSUNGEN

Springer-Verlag Dieses Buch ist für angehende Fachinformatiker, IT-System-Elektroniker, IT-Systemkaufleute und Informatikkaufleute geschrieben, die kurz vor der Prüfung stehen. Es bietet eine klare, kompakte Anleitung zur Prüfungsvorbereitung: - Detaillierte Informationen über die Prüfungsanforderungen in IHK-IT-Berufen, für alle vier Berufsbilder, insbesondere auch für Fachinformatiker (beide Richtungen) - Anforderungsgerechte Übungsaufgaben zu den Themen, die für die Prüfung besonders wichtig sind, mit kommentierten Musterlösungen, sowie weitere Recherche-Hinweise zur Vertiefung. - Praxisorientierte Hinweise zur Bewältigung der Klausur-Situation und zur Vorbereitung der mündlichen Prüfung (Projektarbeit, Präsentation, Fachgespräch). Für den Leser gibt es online einen kostenlosen Aktualisierungsservice.

THE DEBIAN ADMINISTRATOR'S HANDBOOK

DEBIAN JESSIE FROM DISCOVERY TO MASTERY

FreeXian Debian GNU/Linux, a very popular non-commercial Linux distribution, is known for its reliability and richness. Built and maintained by an impressive network of thousands of developers throughout the world, the Debian project is cemented by its social contract. This foundation text defines the project's objective: fulfilling the needs of users with a 100% free operating system. The success of Debian and of its ecosystem of derivative distributions (with Ubuntu at the forefront) means that an increasing number of administrators are exposed to Debian's technologies. This Debian Administrator's Handbook, which has been entirely updated for Debian 8 "Jessie", builds on the success of its 6 previous editions. Accessible to all, this book teaches the essentials to anyone who wants to become an effective and independent Debian GNU/Linux administrator. It covers all the topics that a competent Linux administrator should master, from installation to updating the system, creating packages and compiling the kernel, but also monitoring, backup and migration, without forgetting advanced topics such as setting up SELinux or AppArmor to secure services, automated installations, or virtualization with Xen, KVM or LXC. This book is not only designed for professional system administrators. Anyone who uses Debian or Ubuntu on their own computer is de facto an administrator and will find tremendous value in knowing more about how their system works. Being able to understand and resolve problems will save you invaluable time. Learn more about the book on its official website: debian-handbook.info

VERÄNDERUNGEN DER MUSIKBRANCHE DURCH PC UND INTERNET

GRIN Verlag Studienarbeit aus dem Jahr 2006 im Fachbereich Informatik - Wirtschaftsinformatik, Note: 1,7, Fachhochschule Bonn-Rhein-Sieg in Sankt Augustin, Veranstaltung: Internet-Ökonomie, 34 Quellen im Literaturverzeichnis, Sprache: Deutsch, Anmerkungen: Die Hausarbeit beschäftigt sich mit der deutschen Musikindustrie. Es wird untersucht, welche Entwicklungen zum Raubkopieren in seiner heutigen Form geführt haben. Im Weiteren werden Möglichkeiten für die Musikindustrie aufgezeigt, auf die negative Entwicklung Einfluss zu nehmen., Abstract: Der Anlass für die Wahl des Themas sind die zahlreichen Klagen der Musikindustrie über ihre schwindenden Umsätze beim Tonträgerverkauf. So meldete etwa der Bundesverband der Phonographischen Wirtschaft e.V. für das Jahr 2003 einen starken Umsatzrückgang von 19,8% gegenüber 2002. [Spiesecke, H., 4.12.2005, <http://www.ifpi.de/news/news-379.htm>] Die Musikindustrie sieht im Raubkopierer den Schuldigen für ihre Misere. In der vorliegenden Arbeit werden die Ursachen dieses Branchenproblems umfassend untersucht. Nach einer Klärung von Fachbegriffen wird der Frage nachgegangen, welche Entwicklungen zum Raubkopieren in seiner heutigen Form geführt haben. Darauf aufbauend werden die zwei kritischsten Ausprägungen, das Kopieren von Audio-CDs und der Tausch über das Internet, näher analysiert. Im Weiteren werden Möglichkeiten für die Musikindustrie, auf die negative Entwicklung Einfluss zu nehmen, aufgezeigt. Das Spektrum reicht dabei von kooperativen Ansätzen bis hin zur Abschreckung des potenziellen Raubkopierers durch Androhung strafrechtlicher Konsequenzen. Die Publikmachung des letztgenannten konnte manch ein Kinogänger kürzlich als witzig gestalteten Werbeclip der Kampagne "Hart aber gerecht" gesehen haben (Eine Mutter stellt sich mit ihren Kindern vor ein Gefängnis, in dem ihr Mann wegen Raubkopierens inhaftiert ist und die Kinder singen anlässlich seines Geburtstages). [Zukunft Kino Marketing GmbH, 4.12.2005, <http://www.hartabergerecht>"]

USING DOCKER

DEVELOPING AND DEPLOYING SOFTWARE WITH CONTAINERS

"O'Reilly Media, Inc." Docker containers offer simpler, faster, and more robust methods for developing, distributing, and running software than previously available. With this hands-on guide, you'll learn why containers are so important, what you'll gain by adopting Docker, and how to make it part of your development process. Ideal for developers, operations engineers, and system administrators—especially those keen to embrace a DevOps approach—Using Docker will take you from Docker and container basics to running dozens of containers on a multi-host system with networking and scheduling. The core of the book walks you through the steps needed to develop, test, and deploy a web application with Docker. Get started with Docker by building and deploying a simple web application Use Continuous Deployment techniques to push your application to production multiple times a day Learn various options and techniques for logging and monitoring multiple containers Examine networking and service discovery: how do containers find each other and how do you connect them? Orchestrate and cluster containers to address load-balancing, scaling, failover, and scheduling Secure your system by following the principles of defense-in-depth and least privilege

PUBLIC SERVANTS AS PARTNERS FOR GROWTH TOWARD A STRONGER, LEANER AND MORE EQUITABLE WORKFORCE

TOWARD A STRONGER, LEANER AND MORE EQUITABLE WORKFORCE

OECD Publishing This book compiles policy lessons on reallocation of the public workforce, managing competencies, and fostering diversity.

AUTOMATE THE BORING STUFF WITH PYTHON, 2ND EDITION

PRACTICAL PROGRAMMING FOR TOTAL BEGINNERS

No Starch Press The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

MAKING IT TANGIBLE. LEARNING OUTCOMES IN SCIENCE EDUCATION

Waxmann Verlag One of the central features in current educational reforms is a focus on learning outcomes. Many countries have established or revised standards to describe what teachers are supposed to teach and students are expected to learn. More recently, the emphasis has shifted to considerations of how standards can be operationalized in order to make the outcomes of educational efforts more tangible. This book is the result of a symposium held in Kiel, that was arranged by two science education groups, one at the IPN (Leibniz-Institute for Science and Mathematics Education at the University of Kiel) in Germany and the other at the University of York, UK. The seminar brought together renowned experts from 12 countries with different notions of the nature and quality of learning outcomes. The aim was to clarify central conceptions and approaches for a better understanding among the international science education community. The book is divided into five parts. In Part A, the organizers set the scene, describing the rationale for arranging the symposium. Part B provides a broad overview about different approaches, challenges, and pitfalls on the road to the clarification of meaningful and fruitful learning outcomes. The set of papers in Part C provides deep insights into different, although comparable approaches which aim to frame, to assess, and to promote learning and learning

outcomes in science education. Smaller projects are presented as well as broad, coordinated national programs. The papers in Part D outline the individual historical development from different national perspectives, reflecting the deficits and problems that led to current reforms. Finally, a summary of the organizers analyses the conclusions from different vantage points.

ACER CONQUEST

GENERALISED ITEM REPOSENCE MODELLING SOFTWARE

RAILS COOKBOOK

RECIPES FOR RAPID WEB DEVELOPMENT WITH RUBY

"O'Reilly Media, Inc." Rails Cookbook is packed with the solutions you need to be a proficient developer with Rails, the leading framework for building the new generation of Web 2.0 applications. Recipes range from the basics, like installing Rails and setting up your development environment, to the latest techniques, such as developing RESTful web services. With applications that are code light, feature-full and built to scale quickly, Rails has revolutionized web development. The Rails Cookbook addresses scores of real-world challenges; each one includes a tested solution, plus a discussion of how and why it works, so that you can adapt the techniques to similar situations. Topics include: Modeling data with the ActiveRecord library Setting up views with ActionView and RHTML templates Building your application's logic into ActionController Testing and debugging your Rails application Building responsive web applications using JavaScript and Ajax Ensuring that your application is security and performs well Deploying your application with Mongrel and Apache Using Capistrano to automate deployment Using the many Rails plugins Working with graphics Whether you're new to Rails or an experienced developer, you'll discover ways to test, debug and secure your applications, incorporate Ajax, use caching to improve performance, and put your application into production. Want to get ahead of the Web 2.0 curve? This valuable cookbook will save you hundreds of hours when developing applications with Rails.

WEB 2.0 & SEMANTIC WEB

Springer Science & Business Media According to the W3C Semantic Web Activity [1]: The Semantic Web provides a common framework that allows data to be shared and reused across appli- tion, enterprise, and community boundaries. This statement clearly explains that the Semantic Web is about data sharing. Currently, the Web uses hyperlinks to connect Web pages. The Semantic Web goes beyond that and focuses on data and envisions the creation of the web of data. On the Semantic Web, anyone can say anything about any resource on the Web. This is fully based on the concept of semantic - notations, where each resource on the Web can have an assigned meaning. This is done through the use of ontologies as a formal and explicit representation of domain concepts and their relationships [2]. Ontologies are formally based on description logics. This enables agents and applications to reason over the data when searching the Web, which has not previously been possible. Web 2. 0 has gradually evolved from letting the Web users play a more active role. Unlike the initial version of the Web, where the users mainly "consumed" content, users are now offered easy-to-use services for content production and publication. Mashups, blogs, wikis, feeds, interface remixes, and social networking/tagging s- tems are examples of these well-known services. The success and wide adoption of Web 2. 0 was in its reliance on social interactions as an inevitable characteristic of the use and life of the Web. In particular, Web 2.

BÖRSENBLATT

INTRODUCTION TO PROGRAMMING IN JAVA: AN INTERDISCIPLINARY APPROACH

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

PRIVATE EQUITY - CHANCEN UND RISIKEN

GRIN Verlag Studienarbeit aus dem Jahr 2010 im Fachbereich BWL - Investition und Finanzierung, Note: 2,3, FOM Hochschule für Oekonomie & Management gemeinnützige GmbH, Frankfurt früher Fachhochschule (FOM), Veranstaltung: Financial Management, Sprache: Deutsch, Abstract: Der Begriff Private Equity hat ein negatives Ansehen im deutschen Raum. Schuld daran hat die „Heuschreckendebatte“, die der damalige SPD-Vorsitzende Franz Müntefering im April 2005 angestoßen hatte. In seinen Reden verglich er das Gebaren einzelner Private Equite-Gesellschaften mit Heuschreckenplagen. Seine komplette Aussage, die zu der Diskussion führte war folgende: „Manche Finanzinvestoren verschwenden keinen Gedanken an die Menschen, deren Arbeitsplätze sie vernichten - sie bleiben anonym, haben kein Gesicht, fallen wie Heuschreckenschwärme über Unternehmen her, grasen sie ab und ziehen weiter. Gegen diese Form von Kapitalismus kämpfen wir.“ Dieser Aussage folgten schwarzen Listen der Wochenzeitschriften Stern und Focus, in denen einzelne Firmen namentlich an den Pranger gestellt wurden. Darunter verschiedene Banken und Unternehmen aus dem amerikanischen Raum. Auf der anderen Seite stehen die aktuellen Zahlen des Bundesverbandes Deutscher Kapitalbeteiligungsgesellschaften (BVK) für Deutschland bis Ende 2009. Das verwaltete Kapital betrug 36,5 Milliarden Euro. Weit über eine Millionen Arbeitnehmer sind in Private Equity-Unternehmen beschäftigt und es gibt bisher 6.593 unterstützte Firmen. Somit hat Private Equity einen wesentlichen Anteil an der Finanzierung von Firmen in Deutschland. Gerade bei neuen Unternehmensgründungen spielt Private Equity eine große Rolle, da die Gründer geringe Chancen haben einen Bankkredit zu bekommen. Oftmals springen in solchen Fällen Private Equity-Investoren ein, die das nötige Kapital zu Verfügung stellen und den Gründer damit unterstützen. In dieser Hausarbeit soll ein Überblick über Private Equity gegeben werden. Dabei sollen Vor- beziehungsweise Nachteile diskutiert werden. Zudem wird auf die verschiedenen Arten von Private Equity hingewiesen. Außerdem gibt es einen Überblick über die Entwicklung von Private Equity in Deutschland.

QUIRKOLOGY

THE CURIOUS SCIENCE OF EVERYDAY LIVES

Pan Macmillan Ever wondered why bad musicians always win the Eurovision Song Contest, or how incompetent politicians get elected? You need some Quirkology in your life. While other scientists beaver away on obvious problems, Richard Wiseman has been busy uncovering the secret ingredients of charisma, exploring how our personalities are shaped by when we are born and examining why people usually miss the obvious signs of their partner's infidelity. Using scientific methods to investigate offbeat topics that interest the general public as well as the scientific community, Quirkology brings a new understanding to the backwaters of the human mind and takes us to places where mainstream scientists fear to tread. Comparable to Freakonomics, but British, far more populist, and a lot funnier. Findings include: How does your surname influence your life? What does the way you walk reveal about your personality? Why should women have men write their personal ads? What is the funniest joke in the world?

PRAGMATIC UNIT TESTING IN JAVA 8 WITH JUNIT

Pragmatic Bookshelf The Pragmatic Programmers classic is back! Freshly updated for modern software development, Pragmatic Unit Testing in Java 8 With JUnit teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. Pragmatic Unit Testing in Java 8 With JUnit steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn!

THE BOOST C++ LIBRARIES

Boris Schäling The second edition of The Boost C++ Libraries introduces 72 Boost libraries that provide a wide range of useful capabilities. They help you manage memory and

process strings more easily. They provide containers and other data structures that go well beyond what the standard library offers. They make it easy to build platform-independent network applications. Simply put, these 72 libraries greatly expand your C++ toolbox. The second edition contains more than 430 examples. All examples are as short as possible, but they are complete, so you can compile and run them as is. They show you what the Boost libraries offer and give you a head start on using the libraries in your own applications. The goal of this book is to increase your efficiency as a C++ developer and to simplify software development with C++. The Boost libraries introduced in this book will help you write less code with fewer bugs and finish projects faster. Your code will be more concise and self-explanatory and more easily adapted when requirements change. The second edition is based on the Boost libraries 1.55.0 and 1.56.0 with the latter version having been released in August 2014. The examples are based on C++11 and have been tested with Visual Studio 2013, GCC 4.8 and Clang 3.3 on various platforms. For Boost libraries which were incorporated into the C++11 standard library, differences between Boost and the standard library are highlighted. The Boost libraries are one of the most important and influential open source C++ libraries. Their source code is available under a permissive free software license. Several Boost libraries have been incorporated into the C++11 standard library. The Boost libraries are developed and supported by the Boost community - a worldwide developer community with a strong interest in pushing C++ boundaries further.

INFECTIOUS DISEASE SURVEILLANCE

John Wiley & Sons This fully updated edition of Infectious Disease Surveillance is for frontline public health practitioners, epidemiologists, and clinical microbiologists who are engaged in communicable disease control. It is also a foundational text for trainees in public health, applied epidemiology, postgraduate medicine and nursing programs. The second edition portrays both the conceptual framework and practical aspects of infectious disease surveillance. It is a comprehensive resource designed to improve the tracking of infectious diseases and to serve as a starting point in the development of new surveillance systems. Infectious Disease Surveillance includes over 45 chapters from over 100 contributors, and topics organized into six sections based on major themes. Section One highlights the critical role surveillance plays in public health and it provides an overview of the current International Health Regulations (2005) in addition to successes and challenges in infectious disease eradication. Section Two describes surveillance systems based on logical program areas such as foodborne illnesses, vector-borne diseases, sexually transmitted diseases, viral hepatitis healthcare and transplantation associated infections. Attention is devoted to programs for monitoring unexplained deaths, agents of bioterrorism, mass gatherings, and disease associated with international travel. Sections Three and Four explore the uses of the Internet and wireless technologies to advance infectious disease surveillance in various settings with emphasis on best practices based on deployed systems. They also address molecular laboratory methods, and statistical and geospatial analysis, and evaluation of systems for early epidemic detection. Sections Five and Six discuss legal and ethical considerations, communication strategies and applied epidemiology-training programs. The rest of the chapters offer public-private partnerships, as well lessons from the 2009-2010 H1N1 influenza pandemic and future directions for infectious disease surveillance.

OECD PUBLIC GOVERNANCE REVIEWS SKILLS FOR A HIGH PERFORMING CIVIL SERVICE

OECD Publishing This report looks at the capacity and capabilities of civil servants of OECD countries and suggests approaches for addressing skills gaps through recruitment, development and workforce management

PYTHON DATA SCIENCE HANDBOOK

ESSENTIAL TOOLS FOR WORKING WITH DATA

"O'Reilly Media, Inc." For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

RAHMUNGEN INFORMELLEN LERNENS

ZUR ERSCHLISSUNG NEUER LERN- UND WEITERBILDUNGSPERSPEKTIVEN

Springer-Verlag Am Beispiel von kleinen und mittelständischen Unternehmen der IT-Branche untersucht Gabriele Molzberger, in welchem Verhältnis die Weiterbildung als Disziplin und gesellschaftliche Institution zur sozialen Praxis informellen Lernens in Unternehmen steht.

LEARNING FACTORIES

CONCEPTS, GUIDELINES, BEST-PRACTICE EXAMPLES

Springer This book presents the state of the art of learning factories. It outlines the motivations, historic background, and the didactic foundations of learning factories. Definitions of the term learning factory and a corresponding morphological model are provided as well as a detailed overview of existing learning factory approaches in industry and academia, showing the broad range of different applications and varying contents. Learning factory best-practice examples are presented in detailed and structured manner. The state of the art of learning factories curricula design and their use to enhance learning and research as well as potentials and limitations are presented. Further research priorities and innovative learning factory concepts to overcome current barriers are offered. While today numerous learning factories have been built in industry (big automotive companies, pharma companies, etc.) and academia in the last decades, a comprehensive handbook for the scientific community and practitioners alike is still missing. The book addresses therefore both researchers in production-related areas, that want to conduct industry-relevant research and education, as well as managers and engineers in industry, who are searching for an effective way to train their employees. In addition to this, the learning factory concept is also regarded as an innovative learning concept in the field of didactics.

IT FÜR EXISTENZGRÜNDER UND JUNGE UNTERNEHMEN

AUSWAHL, EINFÜHRUNG, BETRIEB

dpunkt.verlag Unternehmensgründer stehen vor vielfältigen Herausforderungen und zahlreiche Aufgabenbereiche sind zu strukturieren. Eine besondere Rolle nimmt dabei die Informationstechnik ein, die unabhängig von der Branche für die meisten Aufgabenbereiche in einem neu gegründeten Unternehmen - z.B. Einkauf, Produktion, Vertrieb, Verwaltung, Management - eine wichtige Unterstützungsfunktion besitzt. Dieses Buch beschreibt die Grundlagen des IT-Einsatzes sowie der Softwareeinführung und des Softwarebetriebs in Unternehmen. Es zeigt auf, wie eine Basis-IT schnell, einfach und kostengünstig aufgebaut werden kann und sich spätere Probleme bereits von vornherein minimieren lassen. Auch auf relevante Software und deren Auswahl wird eingegangen. Anhand von Beispielszenarien und Checklisten in den einzelnen Kapiteln dieses Buchs wird jeweils sichergestellt, dass kein relevanter Aspekt der IT-Nutzung und keine anstehende Entscheidung übersehen werden. Aus dem Inhalt: • Die Rolle der IT • Strategische Ausgangsfragen • Die IT-Landschaft • Auswahl, Einführung und Betrieb von IT-Anwendungsbausteinen Das Ziel des Buchs besteht darin, die Erfolgswahrscheinlichkeit von Unternehmensgründungen durch den richtigen Einsatz von IT deutlich zu erhöhen.

HOW WE LEARN

WHY BRAINS LEARN BETTER THAN ANY MACHINE . . . FOR NOW

Penguin "There are words that are so familiar they obscure rather than illuminate the thing they mean, and 'learning' is such a word. It seems so ordinary, everyone does it. Actually it's more of a black box, which Dehaene cracks open to reveal the awesome secrets within."--The New York Times Book Review An illuminating dive into the latest science on our brain's remarkable learning abilities and the potential of the machines we program to imitate them The human brain is an extraordinary learning machine. Its ability to reprogram itself is unparalleled, and it remains the best source of inspiration for recent developments in artificial intelligence. But how do we learn? What innate biological foundations underlie our ability to acquire new information, and what principles modulate their efficiency? In How We Learn, Stanislas Dehaene finds the boundary of computer science, neurobiology, and cognitive psychology to explain how learning really works and how to make the best use of the brain's learning algorithms in our schools and universities, as well as in everyday life and at any age.
