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User-Centered Design Sep 10 2020 Looks at the application design process, describing how to create user-friendly applications.

Color Theory and Its Application in Art and Design Dec 02 2019 This book directly addresses a long-felt, unsatisfied need of modern color science - an appreciative and technically sound presentation of the principles and main offerings of colorimetry to artists and designers, written by one of them. With his unique blend of training and experience in engineering, with his lifelong interest and, latterly, career in art and art education, Dr. Agoston is unusually well prepared to convey the message of color science to art and design. His book fulfills the hopes I had when I first heard about him and his book. I foresee important and long-lasting impacts of this book, analogous to those of the epoch-making writings by earlier artist-scientists, such as Leonardo, Chevreul, Munsell, and Pope. Nearly all persons who have contributed to color science, recently as well as formerly, were attracted to the study of color by color in art. Use of objective or scientific methods did not result from any cold, detached attitude, but from the inherent difficulties of the problems concerning color and its use, by which they were intrigued. Modern education and experience has taught many people how to tackle difficult problems by use of scientific methods. Therefore - color science.

Designing Mobile Apps Dec 14 2020 Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. Designing Mobile Apps is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? Designing Mobile Apps answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store publication, Designing Mobile Apps covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals Designing Mobile Apps contains interviews with leading designers and developers, including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With Designing Mobile Apps, designers and developers can learn all they need to know to work together and create a successful app.

Geosystems: Design Rules and Applications Jun 27 2019 Geotextile encapsulated sand elements are three-dimensional systems manufactured from textile materials, non-woven materials or combinations of textile and non-woven materials that are filled with sand on-site. These systems are relatively new and the number of applications is growing in river and coastal engineering. Quite often Geosystems are men

Design in Context May 19 2021 This critical account of the history and function of design sets design styles, from the eighteenth century to present day, in the context of the times that produced them and assesses what good design was at any given time and why it worked.

Application Development and Design: Concepts, Methodologies, Tools, and Applications Aug 02 2022 Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

Modern Deep Learning Design and Application Development May 07 2020 Learn how to harness modern deep-learning methods in many contexts. Packed with intuitive theory, practical implementation methods, and deep-learning case studies, this book reveals how to acquire the tools you need to design and implement like a deep-learning architect. It covers tools deep learning engineers can use in a wide range of fields, from biology to computer vision to business. With nine in-depth case studies, this book will ground you in creative, real-world deep learning thinking. You'll begin with a structured guide to using Keras, with helpful tips and best practices for making the most of the framework. Next, you'll learn how to train models effectively with transfer learning and self-supervised pre-training. You will then learn how to use a variety of model compressions for practical usage. Lastly, you will learn how to design successful neural network architectures and creatively reframe difficult problems into solvable ones. You'll learn not only to understand and apply methods successfully but to think critically about it. Modern Deep Learning Design and Methods is ideal for readers looking to utilize modern, flexible, and creative deep-learning design and methods. Get ready to design and implement innovative deep-learning solutions to today's difficult problems. What You'll Learn Improve the performance of deep learning models by using pre-trained models, extracting rich features, and automating optimization. Compress deep learning models while maintaining performance. Reframe a wide variety of difficult problems and design effective deep learning solutions to solve them. Use the Keras framework, with some help from libraries like HyperOpt, TensorFlow, and PyTorch, to implement a wide variety of deep learning approaches. Who This Book Is For Data scientists with some familiarity with deep learning to deep learning engineers seeking structured inspiration and direction on their next project. Developers interested in harnessing modern deep learning methods to solve a variety of difficult problems.

Mix-design and Application of Hydraulic Grouts for Masonry Strengthening Nov 12 2020 Descripción del editor: "This book provides guidance for the rational design and application of hydraulic grouts, based on a series of specific data (type of masonry, voids' width, targeted strength and durability level, available materials, etc.). To this end, the basic characteristics of a grout, i.e. its injectability (penetrability, fluidity and stability), its strength and durability, are taken into account by means of rational models and quantified expressions of all grout-design parameters. Thus, a holistic, rational mix design methodology for optimization of grout composition is given, permitting the preliminary design of grouts, without having to resort to multiple tests in advance. Moreover, detailed practical guidelines for grouting application and quality control, based on real case studies, are also included. The book attempts to rationalize the entire procedure of this poly-parametric decision-making, keeping however in mind the need for practical engineering solutions."

CUDA Application Design and Development Dec 26 2021 The book then details the thought behind CUDA and teaches how to create, analyze, and debug CUDA applications. Throughout, the focus is on software engineering issues: how to use CUDA in the context of existing application code, with existing compilers, languages, software tools, and industry-standard API libraries."--Pub. desc.

Interactive Design Mar 05 2020 User experience design is one of the fastest-growing specialties in graphic design. Smart companies realize that the most successful products are designed to meet the needs and goals of real people—the users. This means putting the user at the center of the design process. This innovative, comprehensive book examines the user-centered design process from the perspective of a designer. With rich imagery, Interactive Design introduces the different UX players, outlines the user-centered design process from user research to user testing, and explains through various examples how user-centered design has been successfully integrated into the design process of a variety of design studios worldwide.

Applications and Practices in Ontology Design, Extraction, and Reasoning Aug 10 2020 Semantic Web technologies enable people to create data stores on the Web, build vocabularies, and write rules for handling data. They have been in use for several years now, and knowledge extraction and knowledge discovery are two key aspects investigated in a number of research fields which can potentially benefit from the application of semantic web technologies, and specifically from the development and reuse of ontologies. This book, Applications and Practices in Ontology Design, Extraction, and Reasoning, has as its main goal the provision of an overview of application fields for semantic web technologies. In particular, it investigates how state-of-the-art

formal languages, models, methods, and applications of semantic web technologies reframe research questions and approaches in a number of research fields. The book also aims to showcase practical tools and background knowledge for the building and querying of ontologies. The first part of the book presents the state-of-the-art of ontology design, applications and practices in a number of communities, and in doing so it provides an overview of the latest approaches and techniques for building and reusing ontologies according to domain-dependent and independent requirements. Once the data is represented according to ontologies, it is important to be able to query and reason about them, also in the presence of uncertainty, vagueness and probabilities. The second part of the book covers some of the latest advances in the fields of ontology, semantics and reasoning, without losing sight of the book's practical goals.

Web Application Design Handbook Nov 05 2022 The standards for usability and interaction design for Web sites and software are well known. While not everyone uses those standards, or uses them correctly, there is a large body of knowledge, best practice, and proven results in those fields, and a good education system for teaching professionals "how to." For the newer field of Web application design, however, designers are forced to reuse the old rules on a new platform. This book provides a roadmap that will allow readers to put complete working applications on the Web, display the results of a process that is running elsewhere, and update a database on a remote server using an Internet rather than a network connection. Web Application Design Handbook describes the essential widgets and development tools that will lead to the right design solutions for your Web application. Written by designers who have made significant contributions to Web-based application design, it delivers a thorough treatment of the subject for many different kinds of applications, and provides quick reference for designers looking for some fast design solutions and opportunities to enhance the Web application experience. This book adds flavor to the standard Web design genre by juxtaposing Web design with programming for the Web and covers design solutions and concepts, such as intelligent generalization, to help software teams successfully switch from one interface to another. * The first interaction design book that focuses exclusively on Web applications. * Full-color figures throughout the book. * Serves as a "cheat sheet" or "fake book" for designers: a handy reference for standards, rules of thumb, and tricks of the trade. * Applicable to new Web-based applications and for porting existing desktop applications to Web browsers.

JavaScript Application Design Jul 01 2022 Summary JavaScript Application Design: A Build First Approach introduces JavaScript developers to techniques that will improve the quality of their software as well as their web development workflow. You'll begin by learning how to establish build processes that are appropriate for JavaScript-driven development. Then, you'll walk through best practices for productive day-to-day development, like running tasks when your code changes, deploying applications with a single command, and monitoring the state of your application once it's in production. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The fate of most applications is often sealed before a single line of code has been written. How is that possible? Simply, bad design assures bad results. Good design and effective processes are the foundation on which maintainable applications are built, scaled, and improved. For JavaScript developers, this means discovering the tooling, modern libraries, and architectural patterns that enable those improvements. JavaScript Application Design: A Build First Approach introduces techniques to improve software quality and development workflow. You'll begin by learning how to establish processes designed to optimize the quality of your work. You'll execute tasks whenever your code changes, run tests on every commit, and deploy in an automated fashion. Then you'll focus on designing modular components and composing them together to build robust applications. This book assumes readers understand the basics of JavaScript. What's Inside Automated development, testing, and deployment processes JavaScript fundamentals and modularity best practices Modular, maintainable, and well-tested applications Master asynchronous flows, embrace MVC, and design a REST API About the Author Nicolas Bevacqua is a freelance developer with a focus on modular JavaScript, build processes, and sharp design. He maintains a blog at ponyfoo.com. Table of Contents PART 1 BUILD PROCESSES Introduction to Build First Composing build tasks and flows Mastering environments and the development workflow Release, deployment, and monitoring PART 2 MANAGING COMPLEXITY Embracing modularity and dependency management Understanding asynchronous flow control methods in JavaScript Leveraging the Model-View-Controller Testing JavaScript components REST API design and layered service architectures

Grid Application Systems Design Apr 05 2020 Grid computing is an emerging technology designed for high-powered applications. Grid Application Systems Design shows how to unleash the high performance of Grid technology. It begins by delving into the history and theory of grid computing, providing background on the concepts, terminology, and issues surrounding it. The book then examines design issues inherent in using Grid technology and a highly distributed computing model. These issues include data updating, data retrieval, concurrency, maintenance, and security concerns. The book also takes an in-depth look at the advantages of migrating toward this new computing architecture and the possibilities it holds for users. The author addresses such issues as high capacity bandwidth and interconnection requirements that relate to managers and administrators. Lastly, the book explores the design decisions, issues, and opportunities that must be tackled by the designer, the developer, and the data administrator involved in creating applications for this new paradigm.

Universal Design for Web Applications Mar 17 2021 Describes how to use such standards-based technologies as XHTML, CSS, and Ajax to develop a variety of Web applications and devices.

Ergonomics for the Layman Mar 29 2022 This book explains the application of ergonomics in three different areas of design, namely product, space, and communication. The book is written in layman's language and provides examples so that the reader can easily apply the principles to their designs. This book is easy to understand for those without a background in science and technology. It provides a guide for designers from diverse fields ranging from product design to graphic design and shows how to apply ergonomic principles in products from hand-held products to larger products. It explains the application of anthropometric dimensions, as well as how to design for different spaces ranging from bathrooms to cinema halls. It also focuses on the application of communication ranging from displays to graphic design and discusses the significance of color selection. This book is ideal for all design students, practicing designers in any field, design faculty, entry-level engineering students, and anyone who is interested in exploring the field of ergonomics. Features Specifically written in such a way to make it easily understood for those not educated in the field Shows how to apply the ergonomic principles in design Provides an overview of the topic of ergonomics Written in a storytelling format

Web Application Design Patterns Nov 24 2021 In "Web Application Design Patterns," Vora documents design patterns for Web applications by not only identifying design solutions for user interaction problems, but also by examining the rationale for their effectiveness, and by presenting how they should be applied. This text includes more than 500 full-color screenshots and access to a Web site for help, discussion, and a collection of additional patterns.

Power Electronics Sep 22 2021 Market_Desc: · Electrical Engineering Students · Electrical Engineering Instructors· Power Electronics Engineers Special Features: · Easy to follow step-by-step in depth treatment of all the theory· Computer simulation chapter describes the role of computer simulations in power electronics. Examples and problems based on Pspice and MATLAB are included.· Introductory chapter offers a review of basic electrical and magnetic circuit concepts.· A new CD-ROM contains the following:· Over 100 of new problems of varying degrees of difficulty for homework assignments and self-learning.· PSpice-based simulation examples, which illustrate basic concepts and help in design of converters.· A newly-developed magnetic component design program that demonstrates design trade-offs.· PowerPoint-based slides, which will improve the learning experience and the ease of using the book About The Book: The text includes cohesive presentation of power electronics fundamentals for applications and design in the power range of 500 kW or less. It describes a variety of practical and emerging power electronic converters made feasible by the new generation of power semiconductor devices. Topics included in this book are an expanded discussion of diode rectifiers and thyristor converters as well as chapters on heat sinks, magnetic components which present a step-by-step design approach and a computer simulation of power electronics which introduces numerical techniques and commonly used simulation packages such as PSpice, MATLAB and EMTSP.

Design, Control, and Application of Modular Multilevel Converters for HVDC Transmission Systems Jan 15 2021 Design, Control and Application of Modular Multilevel Converters for HVDC Transmission Systems is a comprehensive guide to semiconductor technologies applicable for MMC design, component sizing control, modulation, and application of the MMC technology for HVDC transmission. Separated into three distinct parts, the first offers an overview of MMC technology, including information on converter component sizing, Control and Communication, Protection and Fault Management, and Generic Modelling and Simulation. The second covers the applications of MMC in offshore WPP, including planning, technical and economic requirements and optimization options, fault management, dynamic and transient stability. Finally, the third chapter explores the applications of MMC in HVDC transmission and Multi Terminal configurations, including Supergrids. Key features: Unique coverage of the offshore application and optimization of MMC-HVDC schemes for the export of offshore wind energy to the mainland. Comprehensive explanation of MMC application in HVDC and MTDC transmission technology. Detailed description of MMC components, control and modulation, different modeling approaches, converter dynamics under steady-state and fault contingencies including application and housing of MMC in HVDC schemes for onshore and offshore. Analysis of DC fault detection and protection technologies, system studies required for the integration of HVDC terminals to offshore wind power plants, and commissioning procedures for onshore and offshore HVDC terminals. A set of self-explanatory simulation models for HVDC test cases is available to download from the companion website. This book provides essential reading for graduate students and researchers, as well as field engineers and professionals who require an in-depth understanding of MMC technology.

Designing Data-Intensive Applications Sep 03 2022 Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Engineering Design Applications Jan 03 2020 This volume gives an overview on recent developments for various applications of modern engineering design. Different engineering disciplines such as mechanical, materials, computer and process engineering provide the foundation for the design and development of improved structures, materials and processes. The modern design cycle is characterized by an interaction of different disciplines and a strong shift to computer-based approaches where only a few experiments are performed for verification purposes. A major driver for this development is the increased demand for cost reduction, which is also connected to environmental demands. In the transportation industry (e.g. automotive or aerospace), this is connected with the demand for higher fuel efficiency, which is related to the operational costs and the lower harm for the environment. One way to fulfil such requirements are lighter structures and/or improved processes for energy conversion. Another emerging area is the interaction of classical engineering with the health and medical sector. In this book, many examples of the mentioned design applications are presented.

Understanding Virtual Reality Jul 21 2021 Of interest to developers of virtual reality applications and others interested in potential uses for virtual reality, this book presents a selection of useful VR applications and gives readers guidance on how VR might be applied.

Applications of Design for Manufacturing and Assembly Oct 31 2019 The book entitled Application of Design for Manufacturing and Assembly aims to present applicable research in the field of design, manufacturing, and assembly realized by researchers affiliated to well-known institutes. The book has a profound interdisciplinary character and is addressed to researchers, engineers, PhD students, graduate and undergraduate students, teachers, and other readers interested in assembly applications. I am confident that readers will find interesting information and challenging topics of high academic and scientific level within this book. The book presents case studies focused on new design for special parts using the principles of Design for Manufacturing and Assembly (DFMA), strategies that minimize the defects in design and manufacturing applications, special devices produced to replace human activity, multiple criteria analysis to evaluate engineering solutions, and the advantages of using the additive manufacturing technology to design the next generation of complex parts, in different engineering fields.

Medical Instrumentation Oct 04 2022 Provides a comprehensive overview of the basic concepts behind the application and designs of medical instrumentation This premiere reference on medical instrumentation describes the principles, applications, and design of the medical instrumentation most commonly used in hospitals. It places great emphasis on design principles so that scientists with limited background in electronics can gain enough information to design instruments that may not be commercially available. The revised edition includes new material on microcontroller-based medical instrumentation with relevant code, device design with circuit simulations and implementations, dry electrodes for electrocardiography, sleep apnea monitor, Infusion pump system, medical imaging techniques and electrical safety. Each chapter includes new problems and updated reference material that covers the latest medical technologies. Medical Instrumentation: Application and Design, Fifth Edition covers general concepts that are applicable to all instrumentation systems, including the static and dynamic characteristics of a system, the engineering design process, the commercial development and regulatory classifications, and the electrical safety, protection, codes and standards for medical devices. The readers learn about the principles behind various sensor mechanisms, the necessary amplifier and filter designs for analog signal processing, and the digital data acquisition, processing, storage and display using microcontrollers. The measurements of both cardiovascular dynamics and respiratory dynamics are discussed, as is the developing field of biosensors. The book also covers general concepts of clinical laboratory instrumentation, medical imaging, various therapeutic and prosthetic devices, and more. Emphasizes design throughout so scientists and engineers can create medical instruments Updates the coverage of modern sensor signal processing New material added to the chapter on modern microcontroller use Features revised chapters, descriptions, and references throughout Includes many new worked out examples and supports student problem-solving Offers updated, new, and expanded materials on a companion webpage Supplemented with a solutions manual containing complete solutions to all problems Medical Instrumentation: Application and Design, Fifth Edition is an excellent book for a senior to graduate-level course in biomedical engineering and will benefit other health professionals involved with the topic.

Applications in Design and Simulation of Sustainable Chemical Processes Aug 29 2019 Applications in Design and Simulation of Sustainable Chemical Processes addresses the challenging applications in designing eco-friendly but efficient chemical processes, including recent advances in chemistry and catalysis that rely on renewable raw materials. Grounded in the fundamental knowledge of chemistry, thermodynamics, chemical reaction engineering and unit operations, this book is an indispensable resource for developing and designing innovating chemical processes by employing computer simulations as an efficient conceptual tool. Targeted to graduate and post graduate students in chemical engineering, as well as to professionals, the book aims to advance their skills in process innovation and conceptual design. The work completes the book Integrated Design and Simulation of Chemical Processes by Elsevier (2014) authored by the same team. Includes comprehensive case studies of innovative processes based on renewable raw materials Outlines Process Systems Engineering approach with emphasis on systematic design methods Employs steady-state and dynamic process simulation as problem analysis and flowsheet creation tool Applies modern concepts, as process integration and intensification, for enhancing the sustainability

Measurement Systems Apr 29 2022 Types of applications of measurement instrumentation. Generalized configurations and functional descriptions of measuring instruments. Measuring devices. Manipulation, transmission, and recording of data.

Cross-Over Experiments Feb 13 2021 Developing a model-based approach that enables any cross-over trial, of any degree of imbalance, to be analyzed both for direct effects and for residual effects, using consistent procedures that employ commercially available statistical software, this text offers a guide to the analysis of cross-over designs. Illustrating practical applications throughout with examples, this book: emphasizes the importance of choosing highly efficient designs that separate treatment and carryover effects; demonstrates the exact methodology needed to handle the analysis of data; presents a new methodology for the analysis of binary and categorical data; and considers the effects of blocking. The appendices facilitate the choosing of an appropriate design for every experimental need.

Materials Design and Applications Jan 27 2022 This volume features fundamental research and applications in the field of the design and application of engineering materials, predominantly within the context of mechanical engineering applications. This includes a wide range of materials engineering and technology, including metals, e.g., polymers, composites, and ceramics. Advanced applications would include manufacturing in the new or newer materials, testing methods, multi-scale experimental and computational aspects. This book features fundamental research and applications in the design of engineering materials, predominantly within the context of mechanical engineering applications such as automobile, railway, marine, aerospace, biomedical, pressure vessel technology, and turbine technology. It covers a wide range of materials, including metals, polymers, composites, and ceramics. Advanced applications include the manufacturing of new materials, testing methods, multi-scale experimental and computational aspects. p>

Designing the Obvious Oct 24 2021 This second edition of Designing the Obvious explains why and how to design applications that are so easy to use that people attribute their ability to use them effectively to pure common sense. We need to: Make decisions based not on whim, but on strategy Build only what's absolutely necessary Quickly turn beginning users into intermediates Prevent errors when possible and gracefully handle those we cannot prevent Reduce and refine task flows to make the complex clear Design not for users, but for their situations Be persuasive by helping users make decisions that align with their needs Ignore the demands of users and stick to a vision (gasp!)

Design and Application of Biomedical Circuits and Systems Oct 12 2020 This Special Issue is a collection of twelve papers on the design and application of biomedical circuits and systems. We hope you enjoy reading this Special Issue and become inspired to address technological challenges toward helping the medical industry and biologists to increase the quality of life for humans, which is the main objective. Several topics have been highlighted: muscle electrostimulation, analog front-end (AFE) circuits, waveform generators, real-time velocimetry estimators, interference suppression, bio-signal encryption, IoT electronic nose, ultrasound image processing, noise in medical imaging, elbow actuators, and aids for visually impaired people. We are conscious about the very wide scope of biomedical circuits and systems applications, and that our contribution represents only a grain of sand, though we expect to be useful in contributing to the progress of knowledge in the field.

Colour Design Feb 25 2022 Given its importance in analysing and influencing the world around us, an understanding of colour is a vital tool in any design process. Colour design provides a comprehensive review of the issues surrounding the use of colour, from the fundamental principles of what colour is to its important applications across a vast range of industries. Part one covers the main principles and theories of colour, focusing on the human visual system and the psychology of colour perception. Part two goes on to review colour measurement and description, including consideration of international standards, approval methods for textiles and lithographic printing, and colour communication issues. Forecasting colour trends and methods for design enhancement are then discussed in part three along with the history of colour theory, dyes and pigments, and an overview of dye and print techniques. Finally, part four considers the use of colour across a range of specific applications, from fashion, art and interiors, to food and website design. With its distinguished editor and international team of contributors, Colour design is an invaluable reference tool for all those researching or working with colour and design in any capacity. Provides a comprehensive review of the issues surrounding the use of colour in textiles Discusses the application of colour across a vast range of industries Chapters cover the theories, measurement and description of colour, forecasting colour trends and methods for design enhancement

Web Application Design and Implementation Jul 09 2020 Helps learn how to combine different technologies to create sophisticated, database-driven Web sites. This book allows readers to gain the programming knowledge needed to build a database-driven Web site using a step-by-step approach. It explains each stage of Web site development - from installation to production of the site.

Air Conditioning Applications and Design Jun 19 2021 Intended for advanced students of building services, this follow on book to Air Conditioning Engineering describes the design of air conditioning systems. It includes expanded sections on fan coil, variable air volume and chilled ceiling systems.

Web Application Design Patterns May 31 2022 Ever notice that—in spite of their pervasiveness—designing web applications is still challenging? While their benefits motivate their creation, there are no well-established guidelines for design. This often

results in inconsistent behaviors and appearances, even among web applications created by the same company. Design patterns for web applications, similar in concept to those for web sites and software design, offer an effective solution. In *Web Application Design Patterns*, Pawan Vora documents design patterns for web applications by not only identifying design solutions for user interaction problems, but also by examining the rationale for their effectiveness, and by presenting how they should be applied. Design interfaces faster, with a better rationale for the solutions you choose. Learn from over more than 100 patterns, with extensive annotation on use and extension. Take a short-cut into understanding the industry with more than 500 full-color screenshots.

Joint Application Design Feb 02 2020 Joint Application Design (JAD) is a software design methodology developed by IBM to enhance application design productivity and quality. This practical guidebook gives users the benefit of MIS professionals before problems arise.

Network Design with Applications to Transportation and Logistics Aug 22 2021 This book explores the methodological and application developments of network design in transportation and logistics. It identifies trends, challenges and research perspectives in network design for these areas. Network design is a major class of problems in operations research where network flow, combinatorial and mixed integer optimization meet. The analysis and planning of transportation and logistics systems continues to be one of the most important application areas of operations research. Networks provide the natural way of depicting such systems, so the optimal design and operation of networks is the main methodological area of operations research that is used for the analysis and planning of these systems. This book defines the current state of the art in the general area of network design, and then turns to its applications to transportation and logistics. New research challenges are addressed. Network Design with Applications to Transportation and Logistics is divided into three parts. Part I examines basic design problems including fixed-cost network design and parallel algorithms. After addressing the basics, Part II focuses on more advanced models. Chapters cover topics such as multi-facility network design, flow-constrained network design, and robust network design. Finally Part III is dedicated entirely to the potential application areas for network design. These areas range from rail networks, to city logistics, to energy transport. All of the chapters are written by leading researchers in the field, which should appeal to analysts and planners.

Mobile Learning Design Sep 30 2019 This book focuses on mobile learning design from both theoretical and practical perspectives. It introduces and discusses how mobile learning can be effectively integrated into curricula, highlighting the design of four key components of learning-centric pedagogy: Resource, Activity, Support and Evaluation in the context of mobile learning. It also investigates the learning theories underpinning mobile learning design, and includes case studies in different contexts. It provides practical insights that allow teachers to change and transform teaching practices using mobile technology. Anyone involved in mobile-technology enhanced learning and teaching will find this book both informative and useful.

Design Patterns for Cloud Native Applications Jun 07 2020 With the immense cost savings and scalability the cloud provides, the rationale for building cloud native applications is no longer in question. The real issue is how. With this practical guide, developers will learn about the most commonly used design patterns for building cloud native applications using APIs, data, events, and streams in both greenfield and brownfield development. You'll learn how to incrementally design, develop, and deploy large and effective cloud native applications that you can manage and maintain at scale with minimal cost, time, and effort. Authors Kasun Indrasiri and Sriskandarajah Suhothayan highlight use cases that effectively demonstrate the challenges you might encounter at each step. Learn the fundamentals of cloud native applications Explore key cloud native communication, connectivity, and composition patterns Learn decentralized data management techniques Use event-driven architecture to build distributed and scalable cloud native applications Explore the most commonly used patterns for API management and consumption Examine some of the tools and technologies you'll need for building cloud native systems

Ergonomics for the Layman Apr 17 2021 This book explains the application of ergonomics in three different areas of design, namely product, space, and communication. The book is written in layman's language and provides examples so the reader can easily apply the principles to their designs. This book is easy to understand for those without any background in science and technology. It provides a guide for designers from diverse fields ranging from product design to graphic design and shows how to apply the ergonomics principles in products ranging from hand-held products to bigger products. It explains the application of anthropometric dimensions, as well as how to design for different spaces ranging from bathrooms to cinema halls. It also focuses on the application of communication ranging from displays to graphic design and discusses selection of color as well. This book is ideal for all design students, practicing designers in any field, design faculty, entry level engineering students, and anyone without science or technology background that is interested in exploring the field of ergonomics. Features Explains the principles of ergonomics in "layman's language" complete with examples Specifically written in such a way to make it easily understood for those not educated in the field Shows how to apply the ergonomics principles in design Provides an overview of the topic of ergonomics Written in a story telling format ne without science or technology background that is interested in exploring the field of ergonomics. Features Explains the principles of ergonomics in "layman's language" complete with examples Specifically written in such a way to make it easily understood for those not educated in the field Shows how to apply the ergonomics principles in design Provides an overview of the topic of ergonomics Written in a story telling format

Understanding Virtual Reality Jul 29 2019 Understanding Virtual Reality: Interface, Application, and Design, Second Edition, arrives at a time when the technologies behind virtual reality have advanced dramatically in their development and deployment, providing meaningful and productive virtual reality applications. The aim of this book is to help users take advantage of ways they can identify and prepare for the applications of VR in their field, whatever it may be. The included information counters both exaggerated claims for VR, citing dozens of real-world examples. By approaching VR as a communications medium, the authors have created a resource that will remain relevant even as the underlying technologies evolve. You get a history of VR, along with a good look at systems currently in use. However, the focus remains squarely on the application of VR and the many issues that arise in application design and implementation, including hardware requirements, system integration, interaction techniques and usability. Features substantive, illuminating coverage designed for technical or business readers and the classroom Examines VR's constituent technologies, drawn from visualization, representation, graphics, human-computer interaction and other fields Provides (via a companion website) additional case studies, tutorials, instructional materials and a link to an open-source VR programming system Includes updated perception material and new sections on game engines, optical tracking, VR visual interface software and a new glossary with pictures

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