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Among the critical points identified were experimental design, differential analysis and the problem of missing data.

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Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming

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Effective building performance simulation can reduce the environmental impact of the built environment, improve indoor quality and productivity, and facilitate future innovation and technological progress in construction. It draws on many disciplines, including physics, mathematics, material science, biophysics and human behavioural, environmental and computational sciences. The discipline itself is continuously evolving and maturing, and improvements in model robustness and fidelity are constantly being made. This has sparked a new agenda focusing on the effectiveness of simulation in building life-cycle processes. Building Performance Simulation for

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Design and Operation begins with an introduction to the concepts of performance indicators and targets, followed by a discussion on the role of building simulation in performance-based building design and operation. This sets the ground for in-depth discussion of performance prediction for energy demand, indoor environmental quality (including thermal, visual, indoor air quality and moisture phenomena), HVAC and renewable system performance, urban level modelling, building operational optimization and automation. Produced in cooperation with the International Building Performance Simulation Association (IBPSA), and featuring contributions from fourteen internationally recognised experts in this field, this book provides a unique and comprehensive overview of building performance simulation for the complete building life-

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cycle from conception to demolition. It is primarily intended for advanced students in building services engineering, and in architectural, environmental or mechanical engineering; and will be useful for building and systems designers and operators.

Participatory design is about the direct involvement of people in the co-design of the technologies they use. Its central concern is how collaborative design processes can be driven by the participation of the people affected by the technology designed. Embracing a diverse collection of principles and practices aimed at making technologies, tools, environments, businesses, and social institutions more responsive to human needs, the International Handbook of Participatory Design is a state-of-the-art reference handbook for the subject. The

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Handbook brings together a multidisciplinary and international group of highly recognized and experienced experts to present an authoritative overview of the field and its history and discuss contributions and challenges of the pivotal issues in participatory design, including heritage, ethics, ethnography, methods, tools and techniques and community involvement. The book also highlights three large-scale case studies which show how participatory design has been used to bring about outstanding changes in different organizations. The book shows why participatory design is an important, highly relevant and rewarding area for research and practice. It will be an invaluable resource for students, researchers, scholars and professionals in participatory design.

Oehlert's text is suitable for either a

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service course for non-statistics graduate students or for statistics majors. Unlike most texts for the one-term grad/upper level course on experimental design, Oehlert's new book offers a superb balance of both analysis and design, presenting three practical themes to students: □ when to use various designs □ how to analyze the results □ how to recognize various design options Also, unlike other older texts, the book is fully oriented toward the use of statistical software in analyzing experiments.

The new edition of the popular introductory textbook on numerical approximation methods and mathematical analysis, with a unique emphasis on real-world application *An Introduction to Numerical Methods and Analysis* helps students gain a solid understanding of a wide range of numerical approximation

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methods for solving problems of mathematical analysis. Designed for entry-level courses on the subject, this popular textbook maximizes teaching flexibility by first covering basic topics before gradually moving to more advanced material in each chapter and section. Throughout the text, students are provided clear and accessible guidance on a wide range of numerical methods and analysis techniques, including root-finding, numerical integration, interpolation, solution of systems of equations, and many others. This fully revised third edition contains new sections on higher-order difference methods, the bisection and inertia method for computing eigenvalues of a symmetric matrix, a completely re-written section on different methods for Poisson equations, and spectral methods for higher-dimensional problems. New problem sets—ranging in difficulty from simple

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computations to challenging derivations and proofs are complemented by computer programming exercises, illustrative examples, and sample code.

This acclaimed textbook: Explains how to both construct and evaluate approximations for accuracy and performance Covers both elementary concepts and tools and higher-level methods and solutions Features new and updated material reflecting new trends and applications in the field Contains an introduction to key concepts, a calculus review, an updated primer on computer arithmetic, a brief history of scientific computing, a survey of computer languages and software, and a revised literature review Includes an appendix of proofs of selected theorems and a companion website with additional exercises, application models, and supplemental resources An Introduction to

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Numerical Methods and Analysis, Third Edition is the perfect textbook for upper-level undergraduate students in mathematics, science, and engineering courses, as well as for courses in the social sciences, medicine, and business with numerical methods and analysis components.

Featuring engaging examples from diverse disciplines, this book explains how to use modern approaches to quasi-experimentation to derive credible estimates of treatment effects under the demanding constraints of field settings. Foremost expert Charles S. Reichardt provides an in-depth examination of the design and statistical analysis of pretest–posttest, nonequivalent groups, regression discontinuity, and interrupted time-series designs. He details their relative strengths and weaknesses and

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offers practical advice about their use. Comparing quasi-experiments to randomized experiments, Reichardt discusses when and why the former might be a better choice than the latter in the face of the contingencies that are likely to arise in practice. Modern methods for elaborating a research design to remove bias from estimates of treatment effects are described, as are tactics for dealing with missing data and noncompliance with treatment assignment. Throughout, mathematical equations are translated into words to enhance accessibility. Adding to its discussion of prototypical quasi-experiments, the book also provides a complete typology of quasi-experimental design options to help the reader craft the best research design to fit the circumstances of a given study.

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