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Thermodynamics Document from the year 2017 in the subject Mathematics - Miscellaneous, University of Cape Coast (University of Cape Coast), course: Mphil Mathematics Education, language: English, abstract: This is an instruction guide to the Casio fx-991ES/Plus calculator. It gives an overview of the functions of the calculator and presents some exercises to get acquainted with the functions. Hospital medicine has expanded beyond the practice of internal medicine to co-manage patients in the fields of orthopedics, neurosurgery and general surgery. This concise guide covers the evolution and expanding scope of hospital medicine and the variety of clinical, ethical and administrative situations a Hospitalist encounters. 500 questions on inpatient care, co-management of patients and hospital system management are provided with the goal of assessing clinical and academic competency. Questions feature actual cases with evidence-based solutions. Useful to physicians, house staff and advanced nurse practitioners, this up-to-date referenced learning text encompasses all aspects of hospital care. The cornerstone for all celestial navigation, listing the celestial bodies used for navigation, a sight reduction table, and other information valuable to the offshore navigator. The content of this edition is identical to the United States Naval Observatory 2021 edition. OpenGL® ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL® ES™ 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API: communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces Shaders:

creating and attaching shader objects; compiling shaders; checking for compile errors; creating, linking, and querying program objects; and using source shaders and program binaries OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance Geometry, vertices, and primitives: inputting geometry into the pipeline, and assembling it into primitives 2D/3D, Cubemap, Array texturing: creation, loading, and rendering; texture wrap modes, filtering, and formats; compressed textures, sampler objects, immutable textures, pixel unpack buffer objects, and mipmapping Fragment shaders: multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor, stencil, and depth tests; multisampling, blending, and dithering Framebuffer objects: rendering to offscreen surfaces for advanced effects Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing Sync objects and fences: synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language. Statistics for the Utterly Confused, Second Edition When it comes to understanding statistics, even good students can be confused. Perfect for students in any introductory non-calculus-based statistics course, and equally useful to professionals working in the world, Statistics for the Utterly Confused is your ticket to success. Statistical concepts are explained step-by-step and applied to such diverse fields as business, economics, finance, and more. The message of Statistics for the Utterly Confused is simple: you don't have to be confused anymore. Updated and expanded to give you the latest changes in the field, this up-to-the-minute edition includes many new examples of Excel output, the most widely used of all statistics programs; a new chapter on Analysis of Variance (ANOVA); and 200 additions to the 700 self-testing questions and answers. The expert author's Web site also gives you tons of fresh examples, practice problems, and strategies--so you can go from utterly confused to totally prepared in no time! Inside, you'll discover how to: Grasp the meaning of everyday statistical concepts Find out what's probable and what isn't Read, understand, and solve statistics problems Improve your scores on exams Use your skills in any field As a self-study guide or for classroom use, this text is designed for

students who have math anxiety. The book begins with a nonmathematical introduction to the major statistical concepts. Once mathematical symbols are introduced, they are carefully explained in words. Numerous fully worked problems with step-by-step solutions are included. Integrated multiple-choice questions make this text ideal for use with clickers in the assessment phase of a flipped classroom environment. Cooperative learning exercises are presented to foster deep levels of cognition, perfect for the latter phase of the flipped classroom. Group projects with peer assessment forms are also included to allow students to experience how statistical inference is used in practice. Test Prep Books' SAT Prep 2021 and 2022 Book: SAT Study Guide with Practice Tests [6th Edition] Made by Test Prep Books experts for test takers trying to achieve a great score on the SAT exam. This comprehensive study guide includes: Quick Overview Find out what's inside this guide! Test-Taking Strategies Learn the best tips to help overcome your exam! Introduction Get a thorough breakdown of what the test is and what's on it! Study Prep Plan Use one of our three prep plans to get ready for test day Reading Covers sections such as Command of Evidence, Words in Context and Analysis in History, Social Studies and Science Writing and Language Covers the Expression of Ideas and Standard English Conventions sections Mathematics Covers sections such as Algebra, Problem Solving, Data Analysis & Advanced Math Essay Covers the Essay Prompt section Practice Questions Practice makes perfect! Detailed Answer Explanations Figure out where you went wrong and how to improve! *SAT(R) is a trademark registered by the College Board, which is not affiliated with, and does not endorse, this product. Studying can be hard. We get it. That's why we created this guide with these great features and benefits: Comprehensive Review: Each section of the test has a comprehensive review created by Test Prep Books that goes into detail to cover all of the content likely to appear on the test. Practice Test Questions: We want to give you the best practice you can find. That's why the Test Prep Books practice questions are as close as you can get to the actual SAT test. Answer Explanations: Every single problem is followed by an answer explanation. We know it's frustrating to miss a question and not understand why. The answer explanations will help you learn from your mistakes. That way, you can avoid missing it again in the future. Test-Taking Strategies: A test taker has to understand the material that is being covered and be familiar with the latest test taking strategies. These strategies are necessary to properly use the time provided. They also help test takers complete the test without making any errors. Test Prep Books has provided

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attempted homicide. A clue surfaces in the confiscated library materials that could crack open the case and it is up to Lindsey to piece it all together. But things are not as they seem in the sleepy town of Briar Creek, and when the driver of the stolen car turns up dead, Lindsey, her staff, and her library friends have to hit the books before the murderer gets the last word.... Please note that this title's color insert (referred to as "Plates" within the text) is not available for this digital product.

OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

A plain-English guide to the basics of trig Trigonometry deals with the relationship between the sides and angles of triangles... mostly right triangles. In practical use, trigonometry is a friend to astronomers who use triangulation to measure the distance between stars. Trig also has applications in fields as broad as financial analysis, music theory, biology, medical imaging, cryptology, game development, and seismology. From sines and cosines to logarithms, conic sections, and polynomials, this friendly guide takes the torture out of trigonometry, explaining basic concepts in plain English and offering lots of easy-to-grasp example problems. It also explains the "why" of trigonometry, using real-world examples that illustrate the value of trigonometry in a variety of careers. Tracks to a typical Trigonometry course at the high school or college level Packed with example trig problems From the author of Trigonometry Workbook For Dummies Trigonometry For Dummies is for any student who needs an introduction to, or better understanding of, high-school to college-level trigonometry. Managing Engineering and Technology is ideal for courses in Technology Management, Engineering Management, or Introduction to Engineering Technology. This text is also ideal forengineers, scientists, and other technologists interested in enhancing their management skills. Managing Engineering and Technology is designed to teach engineers, scientists, and other technologists the basic management skills they will need to be effective throughout their careers. Solar PV is now the third most important renewable energy source, after hydro and wind power, in terms of global installed capacity. Bringing together the expertise of international PV specialists Photovoltaic Solar Energy: From Fundamentals to Applications provides a comprehensive and up-to-date account of existing PV technologies in conjunction with an assessment of technological developments. Key features: Written by leading specialists active in concurrent developments in material sciences, solar cell research and application-driven R&D. Provides a basic knowledge base in light, photons and solar irradiance and basic functional principles of PV. Covers characterization techniques, economics and applications of PV such as silicon, thin-film and hybrid solar cells. Presents a compendium of PV technologies including: crystalline silicon technologies; chalcogenide thin film solar cells; thin-film silicon based PV technologies; organic PV and III-Vs; PV concentrator technologies; space technologies and economics, life-cycle and user aspects of PV technologies. Each chapter presents basic principles and formulas as well as major technological developments in a contemporary context with a look at future developments in this rapidly changing

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