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Originally published in 1990, *Sky Ships* is easily the most comprehensive history of U.S. Navy airships ever written. The Naval Institute Press is releasing this new edition to commemorate the twenty-fifth anniversary of the book's publication. Impressed by Germany's commercial and military Zeppelins, the United States initiated its own lighter-than-air (LTA) program in 1915. Naval Air Station Lakehurst (now Joint Base McGuire-Dix-Lakehurst) in New Jersey was homeport for several of the largest machines ever to navigate the air: rigid airships. An instrument of very-long-range (strategic) reconnaissance, the promise of the large airship was compelling; the Navy could hardly ignore it. In the commercial realm, success peaked in 1936 with transatlantic round trips between Central Europe and the Americas by Hindenburg and by Graf Zeppelin ending, however, with the infamous fire in May 1937. That setback, the onset of war and the accelerated progress of heavier-than-air (HTA) technology ended rigid airship development. The Navy Department persisted, modernizing and deploying the non-rigid type or blimp as an anti-submarine warfare (ASW) platform in the Second World War and, as well, for airborne early-warning (AEW) through the 1950s. Unlike carrier aviation and the hardware of a "new" nuclear Navy, the program had yet to integrate into fleet forces and the naval-aviation organization. Concluding progressive cutbacks, all fleet airship commands were disestablished in 1961--a last flight logged at NAS Lakehurst on 31 August 1962. This edition features over two hundred new photographs. *Sky Ships* presents more than two decades of archival and oral-history research, and it remains the most comprehensive volume on the subject.

A step-by-step guide to crafting a compelling scholarly book proposal—and seeing your book through to successful publication The scholarly book proposal may be academia's most mysterious genre. You have to write one to get published, but most scholars receive no training on how to do so—and you may have never even seen a proposal before you're expected to produce your own. *The Book Proposal Book* cuts through the mystery and guides prospective authors step by step through the process of crafting a compelling proposal and pitching it to university presses and other academic publishers. Laura Portwood-Stacer, an experienced developmental editor and publishing consultant for academic authors, shows how to select the right presses to target, identify audiences and competing titles, and write a project description that will grab the attention of editors—breaking the entire process into discrete, manageable tasks. The book features over fifty time-tested tips to make your proposal stand out; sample prospectuses, a letter of inquiry, and a response to reader reports from real authors; optional worksheets and checklists; answers to dozens of the most common questions about the scholarly publishing process; and much, much more. Whether you're hoping to publish your first book or you're a seasoned author with an unfinished proposal languishing on your hard drive, *The Book*

Proposal Book provides honest, empathetic, and invaluable advice on how to overcome common sticking points and get your book published. It also shows why, far from being merely a hurdle to clear, a well-conceived proposal can help lead to an outstanding book.

Whether you are new to Stata graphics or a seasoned veteran, *A Visual Guide to Stata Graphics, Second Edition* will teach you how to use Stata to make publication-quality graphs that will stand out and enhance your statistical results. With over 900 illustrated examples and quick-reference tabs, this book quickly guides you to the information you need for creating and customizing high-quality graphs for any types of statistical data.

A computer program called OPTIGRAMI has been developed to determine the optimum, or least-cost, grade mix of hardwood lumber required to produce a given cutting order of furniture dimension parts. If the optimum mix is not available, OPTIGRAMI can be used to determine the next best alternative. The Users Manual describes the steps involved in using the program.

Political Game Theory is a self-contained introduction to game theory and its applications to political science. The book presents choice theory, social choice theory, static and dynamic games of complete information, static and dynamic games of incomplete information, repeated games, bargaining theory, mechanism design and a mathematical appendix covering, logic, real analysis, calculus and probability theory. The methods employed have many applications in various disciplines including comparative politics, international relations and American politics. *Political Game Theory* is tailored to students without extensive backgrounds in mathematics, and traditional economics, however there are also many special sections that present technical material that will appeal to more advanced students. A large number of exercises are also provided to practice the skills and techniques discussed.

Includes Part 1, Number 1 & 2: Books and Pamphlets, Including Serials and Contributions to Periodicals (January - December)

This thorough tutorial teaches you the complete regular expression syntax. Detailed examples and descriptions of how regular expressions work on the inside, give you a deep understanding enabling you to unleash their full power. Learn how to put your new skills to use with tools such as PowerGREP and EditPad Pro, as well as programming languages such as C#, Delphi, Java, JavaScript, Perl, PHP, Python, Ruby, Visual Basic, VBScript, and more.

How an antisemitic legend gave voice to widespread fears surrounding the expansion of private credit in Western capitalism *The Promise and Peril of Credit* takes an incisive look at pivotal episodes in the West's centuries-long struggle to define the place of private finance in the social and political order. It does so through the lens of a persistent legend about Jews and money that reflected the anxieties surrounding the rise of impersonal credit markets. By the close of the Middle Ages, new and sophisticated credit instruments made it easier for European merchants to move funds across the globe. Bills of exchange were by

far the most arcane of these financial innovations. Intangible and written in a cryptic language, they fueled world trade but also lured naive investors into risky businesses. Francesca Trivellato recounts how the invention of these abstruse credit contracts was falsely attributed to Jews, and how this story gave voice to deep-seated fears about the unseen perils of the new paper economy. She locates the legend's earliest version in a seventeenth-century handbook on maritime law and traces its legacy all the way to the work of the founders of modern social theory—from Marx to Weber and Sombart. Deftly weaving together economic, legal, social, cultural, and intellectual history, Trivellato vividly describes how Christian writers drew on the story to define and redefine what constituted the proper boundaries of credit in a modern world increasingly dominated by finance.

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

In this unusual and unique volume, Alexander Leitch provides a warm, often witty, and always informative reference book on Princeton University. The collection of approximately 400 articles, alphabetically arranged and written by some seventy faculty members and alumni in addition to the author, covers all aspects of Princeton life in the past as well as in the present. Of special interest are the biographies of eminent Princetonians, including the University's presidents, well-known trustees, distinguished deans, famous alumni, and some of Princeton's most prominent and popular professors. Other articles in the book embrace a wide range of topics: histories of academic departments, programs, and research units; descriptions of the honor system, the preceptorial method, the four-course plan, and coeducation; a historical survey of the University's acquisition of land and the development of its campus, together with articles on its principal buildings; pieces on student activities; accounts of alumni activities; articles on athletics; portraits of notable personalities; and commentaries on a host of lighter topics such as the cane spree, beer jackets, the Faculty Song, the proctors, and Veterans of Future Wars. Among the most important articles are one summarizing Woodrow Wilson's Sesquicentennial address, "Princeton in the Nation's Service," and a dozen others recording faculty and alumni achievements toward the goal encompassed by that phrase. Originally published in 1978. The Princeton Legacy Library uses the latest print-on-demand technology to again make available previously out-of-print books from the distinguished backlist of Princeton University Press. These editions preserve the original texts of these important books while presenting them in durable paperback and hardcover editions. The goal of the Princeton Legacy Library is to vastly increase access to the rich scholarly heritage found in the thousands of books published by Princeton University Press since its founding in 1905.

Along with plan and elevation, section is one of the essential representational techniques of

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architectural design; among architects and educators, debates about a project's section are common and often intense. Until now, however, there has been no framework to describe or evaluate it. *Manual of Section* fills this void. Paul Lewis, Marc Tsurumaki, and David J. Lewis have developed seven categories of section, revealed in structures ranging from simple one-story buildings to complex structures featuring stacked forms, fantastical shapes, internal holes, inclines, sheared planes, nested forms, or combinations thereof. To illustrate these categories, the authors construct sixty-three intricately detailed cross-section perspective drawings of built projects—many of the most significant structures in international architecture from the last one hundred years—based on extensive archival research. *Manual of Section* also includes smart and accessible essays on the history and uses of section.

S2A computerized technique for recording board defect data has been developed that is faster and more accurate than manual techniques. The lumber database generated by this technique is necessary input to computer simulation models that estimate potential cutting yields from various lumber breakdown sequences. The technique provides detailed information on the location and type of defects.S3.

New York Times best-selling author Cornel West is one of America's most provocative and admired public intellectuals. Whether in the classroom, the streets, the prisons, or the church, Dr. West's penetrating brilliance has been a bright beacon shining through the darkness for decades. Yet, as he points out in this new memoir, I've never taken ...

Looks at the lives, theories, and writings of Freud, Jung, and Sullivan to outline methods and guidelines for investigating and teaching personology and psychobiography.

Hiring people who have served time in prison is not only a good cause, it should be a crucial part of your hiring strategy if you want to stay competitive. It's time for businesses everywhere to open their minds to second chance hiring practices. With tens of millions of people in the U.S. with criminal records, companies that successfully implement second chance hiring practices will have a massive competitive advantage over those that do not. *Untapped Talent* makes the business case for second chance hiring. From a credible source—the chief investment strategist of one of the country's leading business banks—this book speaks directly to business leaders to explain the economic case for considering alternative sources of employees. It also shows why companies utilizing second chance hiring enjoy a competitive advantage. Throughout, it will include dozens of examples of businesses (from factories to restaurants to retail) which have successfully implemented this strategy. Readers will: Understand what goes into a successful second chance hire, from the support that will be needed internally to the resources that are available from outside agencies. Learn how businesses from a variety of industries have instituted successful second chance hiring programs and how this has positively impacted their culture and bottom line. Gain practical onboarding and coaching strategies that will help ensure a smooth transition and a productive, happy new employee.

Generations of student writers have been subjected to usage handbooks that proclaim, "This is the correct form. Learn it"—books that lay out a grammar, but don't inspire students to use it. By contrast, this antihandbook handbook, presenting some three hundred sentences drawn from the printed works of a single, typical day in the life of the language—December 29, 2008—tries to persuade readers that good grammar and usage matter. Using real-world sentences rather than invented ones, *One Day in the Life of the English Language* gives students the motivation to apply grammatical principles correctly and efficiently. Frank Cioffi argues that proper form undergirds effective communication and ultimately even makes society work more smoothly, while nonstandard English often marginalizes or stigmatizes a writer. He emphasizes the evolving nature of English usage and debunks some cherished but flawed grammar

precepts. Is it acceptable to end a sentence with a preposition? It is. Can you start a sentence with a conjunction? You can. OK to split an infinitive? No problem. A grammar and usage handbook like no other, *One Day in the Life of the English Language* features accessible chapters divided into "Fundamentals," "Fine Tuning," and "Deep Focus," allowing readers to select a level most suited to their needs. It also includes a glossary, a teachers' guide, and a section refuting some myths about digital-age English.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. The cataloging and classification field is changing rapidly. New concepts and models, such as linked data, identity management, the IFLA Library Reference Model, and the latest revision of Resource Description and Access (RDA), have the potential to change how libraries provide access to their collections. To prepare library and information science (LIS) students to be successful cataloging practitioners in this changing landscape, they need a solid understanding of fundamental cataloging concepts, standards, and practices: their history, where they stand currently, and possibilities for the future. The chapters in *Cataloging and Classification: Back to Basics* are meant to complement textbooks and lectures so students can go deeper into specific topics. New and well-seasoned library practitioners will also benefit from reading these chapters as a way to refresh or fill gaps in their knowledge of cataloging and classification. The chapters in this book were originally published as a special issue of the journal, *Cataloging & Classification Quarterly*.

AMPL, developed at AT&T's Bell Laboratories, is a powerful, yet easy-to-use modeling environment for problems in linear, nonlinear, network, and integer programming. Users can formulate optimization models and analyze solutions using common algebraic notation; the computer manages the interface to advanced optimizers. In less advanced programming software, students must write out every variable and constraint explicitly. AMPL's powerful display commands encourage creative responses to modeling assignments. The AMPL Student Edition is a full-featured version of the AMPL and optimizer software that accepts problems up to 300 variables and 300 constraints. AMPL's modeling approach can handle real-world problems. AMPL student models easily scale up to optimization problems of realistic size. AMPL Student Edition comes with both the MINOS and CPLEX solvers. Beginners need only type solve to invoke an optimizer, but advanced students have full access to algorithmic options because the AMPL Student Edition works just like the professional editions that run on computers from PCs to Crays. Classroom skills transfer directly to the job environment.

Learn the science of collecting information to make effective decisions. Everyday decisions are made without the benefit of accurate information. *Optimal Learning* develops the needed principles for gathering information to make decisions, especially when collecting information is time-consuming and expensive. Designed for readers with an elementary background in probability and statistics, the book presents effective and practical policies illustrated in a wide range of applications, from energy, homeland security, and transportation to engineering, health, and business. This book covers the fundamental dimensions of a learning problem and presents a simple method for

testing and comparing policies for learning. Special attention is given to the knowledge gradient policy and its use with a wide range of belief models, including lookup table and parametric and for online and offline problems. Three sections develop ideas with increasing levels of sophistication: Fundamentals explores fundamental topics, including adaptive learning, ranking and selection, the knowledge gradient, and bandit problems Extensions and Applications features coverage of linear belief models, subset selection models, scalar function optimization, optimal bidding, and stopping problems Advanced Topics explores complex methods including simulation optimization, active learning in mathematical programming, and optimal continuous measurements Each chapter identifies a specific learning problem, presents the related, practical algorithms for implementation, and concludes with numerous exercises. A related website features additional applications and downloadable software, including MATLAB and the Optimal Learning Calculator, a spreadsheet-based package that provides an introduction to learning and a variety of policies for learning.

A fundamental introduction to modern game theory from a mathematical viewpoint Game theory arises in almost every fact of human and inhuman interaction since oftentimes during these communications objectives are opposed or cooperation is viewed as an option. From economics and finance to biology and computer science, researchers and practitioners are often put in complex decision-making scenarios, whether they are interacting with each other or working with evolving technology and artificial intelligence. Acknowledging the role of mathematics in making logical and advantageous decisions, Game Theory: An Introduction uses modern software applications to create, analyze, and implement effective decision-making models. While most books on modern game theory are either too abstract or too applied, this book provides a balanced treatment of the subject that is both conceptual and hands-on. Game Theory introduces readers to the basic theories behind games and presents real-world examples from various fields of study such as economics, political science, military science, finance, biological science as well as general game playing. A unique feature of this book is the use of Maple to find the values and strategies of games, and in addition, it aids in the implementation of algorithms for the solution or visualization of game concepts. Maple is also utilized to facilitate a visual learning environment of game theory and acts as the primary tool for the calculation of complex non-cooperative and cooperative games. Important game theory topics are presented within the following five main areas of coverage: Two-person zero sum matrix games Nonzero sum games and the reduction to nonlinear programming Cooperative games, including discussion of both the Nucleolus concept and the Shapley value Bargaining, including threat strategies Evolutionary stable strategies and population games Although some mathematical competence is assumed, appendices are provided to act as a refresher of the basic concepts of linear algebra, probability, and statistics. Exercises are included at the end of each section along with algorithms for the solution of the games to help readers master the presented information. Also, explicit Maple and Mathematica® commands are included in the book and are available as worksheets via the book's related Website. The use of this software allows readers to solve many more advanced and interesting games without spending time on the theory of linear and nonlinear programming or performing other complex calculations. With extensive examples illustrating game theory's wide range of relevance, this classroom-tested book is ideal for game theory courses in mathematics, engineering, operations research, computer science, and economics at the upper-undergraduate level. It is also an ideal companion for anyone who is interested in the applications of game theory.

A comprehensive, well-written and beautifully organized book on publishing articles in the humanities and social sciences that will help its readers write forward with a first-rate guide as

good company.' - Joan Bolker, author of *Writing Your Dissertation in Fifteen Minutes a Day*
'Humorous, direct, authentic ... a seamless weave of experience, anecdote, and research.' - Kathleen McHugh, professor and director of the UCLA Center for the Study of Women
Wendy Laura Belcher's *Writing Your Journal Article in Twelve Weeks: A Guide to Academic Publishing Success* is a revolutionary approach to enabling academic authors to overcome their anxieties and produce the publications that are essential to succeeding in their fields. Each week, readers learn a particular feature of strong articles and work on revising theirs accordingly. At the end of twelve weeks, they send their article to a journal. This invaluable resource is the only guide that focuses specifically on publishing humanities and social science journal articles.

The Race To The Top (RTTP) federal education policy fostered a new generation of state tests. This policy advocated adopting common core standards which set a higher level of learning targets for students in the US K-12 education. These standards are intended to assess higher order thinking skills and prepare students ready for college and career. In the meantime, they are aligned with those for international assessments which keep US students abreast of their international peers. Furthermore, the new generation of state tests requires the use of technology enhanced items to align student assessments with student learning environment. Computer technology is indispensable to accomplish this goal. Computer based tests related to common core standards are different from previous state computer based tests in two important aspects, one is that the current version requires accurate assessment of students along all ability levels and the other is that it promotes the use of an efficient test delivery system, essentially the use of computerized adaptive assessment in K-12 state testing programs. In addition to providing summative information about student learning, the new common core tests add formative assessment component in the whole assessment system to provide timely feedback to students and teachers during the process of student learning and teacher instruction. As with its predecessor, the new assessment policy also holds teachers and schools accountable for student learning. With the requirements by the new federal education policy, states formed two consortia: Partnership for Assessment of Readiness for College and Careers (PARCC) and Smarter-Balanced Assessment Consortium (SBAC) to develop assessments in alignment with the new common core standards. This book is based on the presentations made at the Thirteenth Annual Maryland Assessment Research Center's Conference on "The Next Generation of Testing: Common Core Standards, Smarter-Balanced, PARCC, and the Nationwide Testing Movement". Experts from the consortia and nationwide overviewed the intention, history and the current status of this nationwide testing movement. Item development, test design, and transition from old state tests to the new consortia tests are discussed. Test scoring and reporting are specially highlighted in the book. The challenges related to standard setting for the new test, especially in the CAT environment and linking performance standards from state tests with consortium tests were explored. The issues of utilizing the consortium test results to evaluate students' college and career readiness is another topic addressed in the book. The last chapters address the critical issue of validity in the new generation of state testing programs. Overall, this book presents the latest status of the development of the two consortium assessment systems. It addresses the most challenging issues related to the next generation of state testing programs including development of innovative items assessing higher order thinking skills, scoring of such items, standard setting and linkage with the old state specific standards, and validity issues. This edited book provides a very good source of information related to the consortium tests based on the common core standards.

An authoritative introduction to the exciting new technologies of digital money Bitcoin and Cryptocurrency Technologies provides a comprehensive introduction to the revolutionary yet often misunderstood new technologies of digital currency. Whether you are a student, software

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developer, tech entrepreneur, or researcher in computer science, this authoritative and self-contained book tells you everything you need to know about the new global money for the Internet age. How do Bitcoin and its block chain actually work? How secure are your bitcoins? How anonymous are their users? Can cryptocurrencies be regulated? These are some of the many questions this book answers. It begins by tracing the history and development of Bitcoin and cryptocurrencies, and then gives the conceptual and practical foundations you need to engineer secure software that interacts with the Bitcoin network as well as to integrate ideas from Bitcoin into your own projects. Topics include decentralization, mining, the politics of Bitcoin, altcoins and the cryptocurrency ecosystem, the future of Bitcoin, and more. An essential introduction to the new technologies of digital currency Covers the history and mechanics of Bitcoin and the block chain, security, decentralization, anonymity, politics and regulation, altcoins, and much more Features an accompanying website that includes instructional videos for each chapter, homework problems, programming assignments, and lecture slides Also suitable for use with the authors' Coursera online course Electronic solutions manual (available only to professors)

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