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More information about the changes is available on the OCR website, including some practice printed answer books for those papers marked on-screen for the first time in June 2010. Practice C1, C2, M1, S1 and D1 papers with printed exam books can be found below. A/AS level Mathematics and Further Mathematics

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Tuesday 18 June 2013 – Morning
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• The total number of marks for this paper is 72. • The Printed Answer Book consists of 12 pages. The Question Paper consists of 4 pages. Any blank pages are indicated. No calculator can be used for this paper *4751* This paper has been pre modified for carrier language OCR is an exempt Charity

This book takes a look at fully automated, autonomous vehicles and discusses many open questions: How can autonomous vehicles be integrated into the current transportation system with diverse users and human drivers? Where do automated vehicles fall under current legal frameworks? What risks are associated with automation and how will society respond to these risks? How will the marketplace react to automated vehicles and what changes may be necessary for companies? Experts from Germany and the United States define key societal, engineering, and mobility issues related to the automation of vehicles. They discuss the decisions programmers of automated vehicles must make to enable vehicles to perceive their environment, interact with other road users, and choose actions that may have ethical consequences. The authors further identify expectations and concerns that will form the basis for individual and societal acceptance of autonomous driving. While the safety benefits of such vehicles are tremendous, the authors demonstrate that these benefits will only be achieved if vehicles have an appropriate safety concept at the heart of their design. Realizing the potential of automated vehicles to reorganize traffic and transform mobility of people and goods requires similar care in the design of vehicles and networks. By covering all of these topics, the book aims to provide a current, comprehensive, and scientifically sound treatment of the emerging field of "autonomous driving".

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

The most complete single-volume treatment of classical elasticity, this text features extensive editorial apparatus, including a historical introduction. Topics include stress, strain, bending, torsion, gravitational effects, and much more. 1927 edition.

New 2017 Cambridge A Level Maths and Further Maths resources to help students with learning and revision. Written for the OCR AS/A Level Mathematics specifications for first teaching from 2017, this print Student Book covers the content for AS and the first year of A Level. It balances accessible exposition with a wealth of worked examples, exercises and opportunities to test and consolidate learning, providing a clear and structured pathway for progressing through the course. It is underpinned by a strong pedagogical approach, with an emphasis on skills development and the synoptic nature of the course. Includes answers to aid independent study.

This book honours the outstanding contributions of Vladimir Vapnik, a rare example of a scientist for whom the following statements hold true simultaneously: his work led to the inception of a new field of research, the theory of statistical learning and empirical inference; he has lived to see the field blossom; and he is still as active as ever. He started analyzing learning algorithms in the 1960s and he invented the first version of the generalized portrait algorithm. He later developed one of the most successful methods in machine learning, the support vector machine (SVM) – more than just an algorithm, this was a new approach to learning problems, pioneering the use of functional analysis and convex optimization in machine learning. Part I of this book contains three chapters describing and witnessing some of Vladimir Vapnik's contributions to science. In the first chapter, Léon Bottou discusses the seminal paper published in 1968 by Vapnik and Chervonenkis that lay the foundations of statistical learning theory, and the second chapter is an English-language translation of that original paper. In the third chapter, Alexey Chervonenkis presents a first-hand account of the early history of SVMs and valuable insights into the first steps in the development of the SVM in the framework of the generalised portrait method. The remaining chapters, by leading scientists in domains such as statistics, theoretical computer science, and mathematics, address substantial topics in the theory and practice of statistical learning theory, including SVMs and other kernel-based methods, boosting, PAC-Bayesian theory, online and transductive learning, loss functions, learnable function classes, notions of complexity for function classes, multitask learning, and hypothesis selection. These contributions include historical and context notes, short surveys, and comments on future research directions. This book will be of interest to researchers, engineers, and graduate students engaged with all aspects of statistical learning.

Following on from Introducing Pure Mathematics by Smedley and Wiseman, Further Pure Mathematics covers in one volume all the pure mathematics required by students taking further mathematics. It also provides the basics for mathematics encountered in Higher Education. A clear text is supported by worked examples, exercises, and examination questions. The two books will cover the requirements of Pure Mathematics as part of double-certification Mathematics for any examinations board. · Clearly written explanations and graded worked examples to help students when they are studying alone · Wide variety of exercises · Comprehensive selection of recent exam questions from all the major examination boards

This volume constitutes the thoroughly refereed conference proceedings of the 26th International Conference on Industrial Engineering and Other Applications of Applied Intelligence Systems, IEA/AIE 2013, held in Amsterdam, The Netherlands, in June 2013. The total of 71 papers selected for the proceedings were carefully reviewed and selected from 185 submissions. The papers focus on the following topics: auctions and negotiation, cognitive modeling, crowd behavior modeling, distributed systems and networks, evolutionary algorithms, knowledge representation and reasoning, pattern recognition, planning, problem solving, robotics, text mining, advances in recommender systems, business process intelligence, decision support for safety-related systems, innovations in intelligent computation and applications, intelligent image and signal processing, and machine learning methods applied to manufacturing processes and production systems.

Budget literacy is defined as 'the ability to read, decipher, and understand public budgets to enable and enhance meaningful citizen participation in the budget process'. It is comprised of two main parts - (i) a technical understanding of public budgets, including familiarity with government spending, tax rates and public debt and; (ii) the ability to engage in the budget process, comprising of practical knowledge on day-to-day issues, as well as an elementary understanding of the economic, social and political implications of budget policies, the stakeholders involved and when and how to provide inputs during the annual budget cycle. Given that no international standards or guidelines have been established for budget literacy education to date, this book seeks to address this gap by taking stock of illustrative initiatives promoting budget literacy for youth in selected countries. The underlying presumption is that when supply-side actors in the budget process -- governments -- simplify and disseminate budget information for demand-side actors -- citizens -- this information will then be used by citizens to provide feedback on the budget. However, since citizens are often insufficiently informed about public budgets to constructively participate in budget processes one way to empower them and to remedy the problem of "budget illiteracy" is to provide budget-literacy education in schools to youth, helping them evolve into civic-minded adults with the essential knowledge needed for analyzing their government's fiscal policy objectives and measures, and the confidence and sense of social responsibility to participate in the oversight of public resources. This book elaborates on approaches, learning outcomes, pedagogical strategies and assessment approaches for budget literacy education, and presents lessons that are relevant for the development, improvement, or scaling up of budget literacy initiatives.

Cloud Computing: Theory and Practice provides students and IT professionals with an in-depth analysis of the cloud from the ground up. Beginning with a discussion of parallel computing and architectures and distributed systems, the book turns to contemporary cloud infrastructures, how they are being deployed at leading companies such as Amazon, Google and Apple, and how they can be applied in fields such as healthcare, banking and science. The volume also examines how to successfully deploy a cloud application across the enterprise using virtualization, resource management and the right amount of networking support, including content delivery networks and storage area networks. Developers will find a complete introduction to application development provided on a variety of platforms. Learn about recent trends in cloud computing in critical areas such as: resource management, security, energy consumption, ethics, and complex systems Get a detailed hands-on set of practical recipes that help simplify the deployment of a cloud based system for practical use of computing clouds along with an in-depth discussion of several projects Understand the evolution of cloud computing and why the cloud computing paradigm has a better chance to succeed than previous efforts in large-scale distributed computing