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**Neural Networks in the Analysis and Design of Structures** - Zenon Waszczysznk 2014-05-04
Neural Networks are a new, interdisciplinary tool for information processing. Neurocomputing being successfully introduced to structural problems which are difficult or even impossible to be analysed by standard computers (hard computing). The book is devoted to foundations and applications of NNs in the structural mechanics and design of structures.
**Neutrosophic Optimization and its Application on Structural Designs** - Mridula Sarkar
In the real world, uncertainty or vagueness is prevalent in engineering and management computations. Commonly, such uncertainties are included in the design process by introducing simplified hypothesis and safety or design factors.
**Encyclopedia of Computer Science and Technology** - Jack Belzer 1977-05-01
"This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."
*Structural Health Monitoring and Engineering Structures* - Tinh Quoc Bui 2021-06-10
The book presents the select proceedings of International Conference on Structural Health Monitoring and Engineering Structures (SHM&ES) 2020. It brings together different applied and technological aspects of structural health monitoring. The main topics covered in this book include damage assessment, structural health monitoring, engineering fracture mechanics, Inverse problem using optimization techniques, machine learning, deep learning, Artificial intelligent and non-destructive evaluation. It will be a reference for professionals and students in the areas of civil engineering, applied natural sciences and engineering management.
*A Pattern Language* - Christopher Alexander 2018-09-20
You can use this book to design a house for yourself with your family; you can use it to work with your neighbors to improve your town and neighborhood; you can use it to design an office, or a workshop, or a public building. And you can use it to guide you in the actual process of construction. After a ten-year silence, Christopher Alexander and his colleagues at the Center for Environmental Structure are now publishing a major statement in the form of three books which will, in their words, "lay the basis for an entirely new approach to architecture, building and planning, which will we hope replace existing ideas and practices entirely." The three books are The Timeless Way of Building, The Oregon Experiment, and this book, A Pattern Language. At the core of these books is the idea that people should design for themselves their own houses, streets, and communities. This idea may be radical (it implies a radical transformation of the architectural profession) but it comes simply from the observation that most of the wonderful places of the world were not made by architects but by the people. At the core of the books, too, is the point that in designing their environments people always rely on certain "languages," which, like the languages we speak, allow them to articulate and communicate an infinite variety of designs within a forma system which gives them coherence. This book provides a language of this kind. It will enable a person to make a design for almost any kind of building, or any part of the built environment. "Patterns," the units of this language, are answers to design problems (How high should a window sill be? How many stories should a building have? How much space in a neighborhood should be devoted to grass and trees?). More than 250 of the patterns in this pattern language are given: each consists of a problem statement, a discussion of the problem with an illustration, and a solution. As the authors say in their introduction, many of the patterns are archetypal, so deeply rooted in the nature of things that it seemly likely that they will be a part of human nature, and human action, as much in five hundred years as they are today.
ECRTS 2003 - 2003
Annotation The typical subjects treated in the conference are traditionally related to scheduling, communication, operating systems, design methods, computer architectures, networks, performance analysis, and many more. During the last few years, the field of real-time systems quickly expanded toward new application areas, including multimedia computing, embedded systems, and wireless networks. Such new domains gave rise to new challenges and stimulated research in novel directions, such as quality of service management, energy-aware computing, stochastic scheduling, and feedback-based techniques for adaptive operating systems.
Structural Optimization with Uncertainties - N.V. Banichuk 2009-12-01
Structural optimization is currently attracting considerable attention. Interest in - search in optimal design has grown in connection with the rapid development of aeronautical and space technologies, shipbuilding, and design of precision mach- ery. A special ?eld in these investigations is devoted to structural optimization with incomplete information (incomplete data). The importance of these investigations is explained as follows. The conventional theory of optimal structural design - sumes precise knowledge of material parameters, including damage characteristics and loadings applied to the structure. In practice such precise knowledge is seldom available. Thus, it is important to be able to predict the sensitivity of a designed structure to random ?uctuations in the environment and to variations in the material properties. To design reliable structures it is necessary to apply the so-called gu- anteed approach, based on a “worst case scenario” or a more optimistic probabilistic approach, if we have additional statistical data. Problems of optimal design with incomplete information also have consid- able theoretical importance. The introduction and investigations into new types of mathematical problems are interesting in themselves. Note that some ga- theoretical optimization problems arise for which there are no systematic techniques of investigation. This monograph is devoted to the exposition of new ways of formulating and solving problems of structural optimization with incomplete information. We recall some research results concerning the optimum shape and structural properties of bodies subjected to external loadings.
**Random Testing of Digital Circuits** - Rene David 2020-11-25
"Introduces a theory of random testing in digital circuits for the first time and offers practical guidance for the implementation of random pattern generators, signature analyzers design for random testability, and testing results. Contains several new and unpublished results. "
System-on-Chip Methodologies & Design Languages - Peter J. Ashenden 2013-03-14
System-on-Chip Methodologies & Design Languages brings together a selection of the best papers from

three international electronic design language conferences in 2000. The conferences are the Hardware Description Language Conference and Exhibition (HDLCon), held in the Silicon Valley area of USA; the Forum on Design Languages (FDL), held in Europe; and the Asia Pacific Chip Design Language (APChDL) Conference. The papers cover a range of topics, including design methods, specification and modeling languages, tool issues, formal verification, simulation and synthesis. The results presented in these papers will help researchers and practicing engineers keep abreast of developments in this rapidly evolving field.

**The Design of Well-Structured and Correct Programs** - Suad Alagic 2011-10-23

The major goal of this book is to present the techniques of top-down program design and verification of program correctness hand-in-hand. It thus aims to give readers a new way of looking at algorithms and their design, synthesizing ten years of research in the process. It provides many examples of program and proof development with the aid of a formal and informal treatment of Hoare's method of invariants. Modem widely accepted control structures and data structures are explained in detail, together with their formal definitions, as a basis for their use in the design of correct algorithms. We provide and apply proof rules for a wide range of program structures, including conditionals, loops, procedures and recur sion. We analyze situations in which the restricted use of gotos can be justified, providing a new approach to proof rules for such situations. We study several important techniques of data structuring, including arrays, files, records and linked structures. The secondary goal of this book is to teach the reader how to use the programming language Pascal. This is the first text to teach Pascal pro gramming in a fashion which not only includes advanced algorithms which operate on advanced data structures, but also provides the full axiomatic definition of Pascal due to Wirth and Hoare. Our approach to the language is very different from that of a conventional programming text.

*Application and Theory of Petri Nets 2000* - Mogens Nielsen 2003-06-26

This book constitutes the refereed proceedings of the 21st International Conference on Application and Theory of Petri Nets, ICATPN 2000, held in Aarhus, Denmark, in June 2000. The 20 revised full papers presented together with four invited surveys and four tool presentations were carefully reviewed and selected from 57 submissions. The papers address all current aspects of Petri net research and development including system design and verification, UML, compositionality, process algebras, model checking, computer networking, business process engineering, communication networks, etc. Various classes of Petri nets are discussed including safe Petri nets, high-level Petri nets, colored Petri nets, P/T nets, and timed Petri nets.

**The Algorithm Design Manual** - Steven S Skiena 2009-04-05

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

**Computer Science and Informatics** - 1997

The Second Age of Computer Science - Subrata Dasgupta 2018-05-01

By the end of the 1960s, a new discipline named computer science had come into being. A new scientific paradigm--the 'computational paradigm'--was in place, suggesting that computer science had reached a certain level of maturity. Yet as a science it was still precociously young. New forces, some technological, some socio-economic, some cognitive impinged upon it, the outcome of which was that new kinds of computational problems arose over the next two decades. Indeed, by the beginning of the 1990's the structure of the computational paradigm looked markedly different in many important respects from how it was at the end of the 1960s. Author Subrata Dasgupta named the two decades from 1970 to 1990 as the second age of computer science to distinguish it from the preceding genesis of the science and the age of the Internet/World Wide Web that followed. This book describes the evolution of computer science in this second age in the form of seven overlapping, intermingling, parallel histories that unfold concurrently in the course of the two decades. Certain themes characteristic of this second age thread through this narrative: the desire for a genuine science of computing; the realization that computing is as much a human experience as it is a technological one; the search for a unified theory of intelligence spanning machines and mind; the desire to liberate the computational mind from the shackles of sequentiality; and, most ambitiously, a quest to subvert the very core of the computational paradigm itself. We see how the computer scientists of the second age address these desires and challenges, in what manner they succeed or fail and how, along the way, the shape of computational paradigm was altered. And to complete this history, the author asks and seeks to answer the question of how computer science shows evidence of progress over the course of its second age.

**Human-computer Interaction, INTERACT** - 1999

*Computer Science Education Research* - Sally Fincher 2014-04-21

This book provides an overview of how to approach computer science education research from a pragmatic perspective. It represents the diversity of traditions and approaches inherent in this interdisciplinary area, while also providing a structure within which to make sense of that diversity. It provides multiple 'entry points'- to literature, to methods, to topics Part One, 'The Field and the Endeavor', frames the nature and conduct of research in computer science education. Part Two, 'Perspectives and Approaches', provides a number of grounded chapters on particular topics or themes, written by experts in each domain. These chapters cover the following topics: * design * novice misconceptions * programming environments for novices * algorithm visualisation * a schema theory view on learning to program * critical theory as a theoretical approach to computer science education research Juxtaposed and taken together, these chapters indicate just how varied the perspectives and research approaches can be. These chapters, too, act as entry points, with illustrations drawn from published work.

**Conference Abstracts and Applications** - 2000

*Computer Science and Multiple-Valued Logic* - David C. Rine 2014-05-12

Computer Science and Multiple-Valued Logic: Theory and Applications focuses on the processes, methodologies, and approaches involved in multiple-valued logic and its relationship to computer science. The selection first tackles an introduction to multiple-valued logic, lattice theory of post algebras, multiple-valued logic design and applications in binary computers, smallest many-valued logic for the treatment of complemented and uncomplemented error signals, and chain based lattices. Discussions focus on formulation, representation theory, theory and circuit design, logical tables, and unary operations. The text then examines multiple-valued signal processing with limiting, development of multiple-valued logic as related to computer science, p-algebras, and an algorithm for axiomatizing every finite logic. The book takes a look at completeness properties of multiple-valued logic algebras, computer simplification of multi-valued switching functions, and minimization of multivalued functions. Topics include generation of prime implicants, realizations, minimization algorithms, decomposition algorithm for multi-valued switching functions, and relation between the sum-of-products form and array of cubes. The selection is aimed at computer engineers, computer scientists, applied mathematicians, and physicists interested in multiple-valued logic as the discipline relates to computer engineering and computer science.

**Reliable Software Technologies -- Ada-Europe 2003** - Jean-Pierre Rosen 2003-06-02

The refereed proceedings of the 8th International Conference on Reliable Software Technologies, Ada-Europe 2003, held in Toulouse, France in June 2003. The 29 revised full papers presented together with 3 invited papers were carefully reviewed and selected from numerous submissions. The papers are organized

in topical sections on Ravenscar, language issues, static analysis, distributed information systems, software metrics, software components, formal specification, real-time kernel, software testing, and real-time systems design.

**The Second Age of Computer Science** - Subrata Dasgupta 2018

Between the genesis of computer science in the 1960s and the advent of the World Wide Web around 1990, computer science evolved in significant ways. The author has termed this period the "second age of computer science." This book describes its evolution in the form of several interconnected parallel histories.

**Computerworld** - 1978-11-13

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.

**Object Oriented Computer Systems Engineering** - Derrick Morris 2012-12-06

This book addresses issues concerning the engineering of system prod ucts that make use of computing technology. These systems may be prod ucts in their own right, for example a computer, or they may be the computerised control systems inside larger products, such as factory automation systems, transportation systems and vehicles, and personal appliances such as portable telephones. In using the term engineering the authors have in mind a development process that operates in an integrated sequence of steps, employing defined techniques that have some scientific basis. Furthermore we expect the operation of the stages to be subject to controls and standards that result in a product fit for its intended purpose, both in the hands of its users and as a business venture. Thus the process must take account of a wide range of requirements relating to function, cost, size, reliabili ty and so on. It is more difficult to define the meaning of computing technology. These days this involves much more than computers and software. For example, many tasks that might be performed by software running in a general purpose computer can also be performed directly by the basic technology used to construct a computer, namely digital hardware. However, hardware need not always be digital; we live in an analogue world, hence analogue signals appear on the boundaries of our systems and it can sometimes be advantageous to allow them to penetrate further.

*Marine Structural Design* - Yong Bai 2015-09-18

Marine Structural Design, Second Edition, is a wide-ranging, practical guide to marine structural analysis and design, describing in detail the application of modern structural engineering principles to marine and offshore structures. Organized in five parts, the book covers basic structural design principles, strength, fatigue and fracture, and reliability and risk assessment, providing all the knowledge needed for limit-state design and re-assessment of existing structures. Updates to this edition include new chapters on structural health monitoring and risk-based decision-making, arctic marine structural development, and the addition of new LNG ship topics, including composite materials and structures, uncertainty analysis, and green ship concepts. Provides the structural design principles, background theory, and know-how needed for marine and offshore structural design by analysis Covers strength, fatigue and fracture, reliability, and risk assessment together in one resource, emphasizing practical considerations and applications Updates to this edition include new chapters on structural health monitoring and risk-based decision making, and new content on arctic marine structural design

**Computer Science 2** - Ricardo Baeza-Yates 2013-06-29

**Social Presence in Online Learning** - Aimee L. Whiteside 2017-06-30

Published in Association with The Online Learning Consortium. img src="https://www.presswarehouse.com/sites/stylus/images/OLClogo.jpg"/a Social presence continues to emerge as a key factor for successful online and blended learning experiences. It is commonly described as the degree to which online participants feel connected to one another. Understanding social presence with its critical connections to community-building, retention, and learning outcomes allows faculty and instructional designers to better support and engage students. This volume, Social Presence in Online Learning, addresses the evolution of social presence with three distinct perspectives, outlines the relevant research, and focuses on practical strategies that can immediately impact the teaching and learning experience. These strategies include creating connections to build community, applying content to authentic situations, integrating a careful mix of tools and media, leveraging reflective and interactive opportunities, providing early and continuous feedback, designing with assessment in mind, and encouraging change in small increments. Because student satisfaction and motivation plays a key role in retention rates and because increased social presence often leads to enriched learning experiences, it is advantageous to mindfully integrate social presence into learning environments. Social Presence in Online Learning brings together eminent scholars in the field to distinguish among three different perspectives of social presence and to address how these viewpoints immediately inform practice. This important volume: • Provides an overview of the evolution of social presence, key findings from social presence research, and practical strategies that can improve the online and blended learning experience • Differentiates three distinct perspectives on social presence and explains the ideas and models that inform these perspectives • Explores specific ways in which social presence relates to course satisfaction, retention, and outcomes • Offers practical implications and ready-to-use techniques that are applicable to multiple disciplines • Introduces current research on social presence by prominent researchers in the field with direct inferences to the practice of online and blended learning • Looks at future directions for social presence Social Presence in Online Learning is appropriate for practitioners, researchers and academics involved in any level of online learning program design, course design, instruction, support, and leadership as well as for graduate students studying educational technology, technology-enhanced learning, and online and blended learning. It brings together multiple perspectives on social presence from the most influential scholars in the field to help shape the future of online and blended learning.

**Computational Structural Analysis and Finite Element Methods** - A. Kaveh 2013-12-11

Graph theory gained initial prominence in science and engineering through its strong links with matrix algebra and computer science. Moreover, the structure of the mathematics is well suited to that of engineering problems in analysis and design. The methods of analysis in this book employ matrix algebra, graph theory and meta-heuristic algorithms, which are ideally suited for modern computational mechanics. Efficient methods are presented that lead to highly sparse and banded structural matrices. The main features of the book include: application of graph theory for efficient analysis; extension of the force method to finite element analysis; application of meta-heuristic algorithms to ordering and decomposition (sparse matrix technology); efficient use of symmetry and regularity in the force method; and simultaneous analysis and design of structures.

**Advanced Information Systems Engineering** - Panos Constantopoulos 1996-05-03

This book presents the refereed proceedings of the 8th International Conference on Advanced Information Systems Engineering, CAiSE '96, held in Herakleion, Crete, Greece, in May 1996. The 30 revised full papers included in the book were selected from a total of some 100 submissions. The book is organised in sections on CASE environments, temporal and active database technologies, experience reports, interoperability in information systems, formal methods in system development, novel architectures, workflow management and distributed information systems, information modelling, object-oriented database design, and semantic links and abstraction.

*Human-computer Interaction, INTERACT '99* - Ifip Technical Committee 13 on Human Computer Interaction 1999

This text provides an overview of leading-edge developments in the field of human-computer interaction. It includes contributions from many key areas that are influencing the use of computers. Sections include speech technology, interaction with mobile and hand-held computers, e-business, web-based systems, virtual reality and haptic interfaces.

*Advances in Computer Science and IT* - Dil Hussain 2009-12-01

The book presents some very interesting and excellent articles for this divergent title. The 22 chapters presented here cover core topics of computer science such as visualization of large databases, security, ontology, user interface, graphs, object oriented software developments, and on the engineering side filtering, motion dynamics, adaptive fuzzy logic, and hyper static mechanical systems. It also covers topics which are combination of computer science and engineering such as meta computing, future mobiles,

colour image analysis, relative representation and recognition, and neural networks. The book will serve a unique purpose through these multi-disciplined topics to share different but interesting views on each of these topics.

SSC. - United States. Ship Structure Committee 1997

**Formal Techniques in Real-Time and Fault-Tolerant Systems** - Anders P. Ravn 1998-09-02

This book constitutes the refereed proceedings of the 5th International Symposium on Formal Techniques in Real-Time and Fault-Tolerant Systems, FTRTFT'98, held in Lyngby, Denmark, in September 1998. The 22 revised full papers presented were carefully selected and reviewed for inclusion in the book. Also included are four invited contributions and five tool demonstrations. The papers address the current aspects of the hot topic of embedded systems, in particular temporal logic, requirements engineering, analysis techniques, verification, model checking, and applications.

**Structural Sensitivity Analysis and Optimization 1** - Kyung K. Choi 2006-12-30

Extensive numerical methods for computing design sensitivity are included in the text for practical application and software development. The numerical method allows integration of CAD-FEA-DSA software tools, so that design optimization can be carried out using CAD geometric models instead of FEA models. This capability allows integration of CAD-CAE-CAM so that optimized designs can be manufactured effectively.

Computerworld - 1977-04-25

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.

**Design Theory and Computer Science** - Subrata Dasgupta 1991-05-16

The author examines logic and methodology of design from the perspective of computer science. Computers provide the context for this examination both by discussion of the design process for hardware and software systems and by consideration of the role of computers in design in general. The central question posed by the author is whether or not we can construct a theory of design.

Rigorous Methods for Software Construction and Analysis - Jean-Raymond Abrial 2010-01-20

This Festschrift volume, published in honor of Egon Börger, contains 14 papers from a Dagstuhl Seminar, which was organized as a "Festkolloquium" on the occasion of his 60th birthday in May 2006. Focusing on applied formal methods, the volume covers a wide range of applied research, spanning from theoretical and methodological foundations to practical applications of Abstract State Machines, B, and beyond, emphasizing universal methods and tools that, regardless of their applicational orientation, are still committed to the ideal of mathematical rigor. In particular, the papers address the following central topics: methodological foundations of requirements specification and verification, characterization of specification languages and their logical foundations, advanced tool environments and systematic integration of tools, machine assisted validation and verification, distributed algorithms and concurrent protocols, novel applications in public safety, security and privacy, industrial case studies and experience reports, and the role of formal methods in computer science education.

*Advances in Structural Engineering* - Vasant Matsagar 2014-12-12

The book presents research papers presented by academicians, researchers, and practicing structural engineers from India and abroad in the recently held Structural Engineering Convention (SEC) 2014 at Indian Institute of Technology Delhi during 22 – 24 December 2014. The book is divided into three volumes and encompasses multidisciplinary areas within structural engineering, such as earthquake engineering and structural dynamics, structural mechanics, finite element methods, structural vibration control, advanced cementitious and composite materials, bridge engineering, and soil-structure interaction. Advances in Structural Engineering is a useful reference material for structural engineering fraternity including undergraduate and postgraduate students, academicians, researchers and practicing engineers.

**Encyclopedia of Computer Science and Technology** - Allen Kent 1993-04-05

"This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."

*System Engineering Analysis, Design, and Development* - Charles S. Wasson 2015-11-16

Praise for the first edition: “This excellent text will be useful to everysystem engineer (SE) regardless of the domain. It covers ALLrelevant SE material and does so in a very clear, methodicalfashion. The breadth and depth of the author's presentation ofSE principles and practices is outstanding.” –Philip Allen This textbook presents a comprehensive, step-by-step guide toSystem Engineering analysis, design, and development via anintegrated set of concepts, principles, practices, andmethodologies. The methods presented in this text apply to any typeof human system -- small, medium, and large organizational systemsand system development projects delivering engineered systems orservices across multiple business sectors such as medical,transportation, financial, educational, governmental, aerospace anddefense, utilities, political, and charity, among others. Provides a common focal point for “bridgingthe gap” between and unifying System Users, System Acquirers,multi-discipline System Engineering, and Project, Functional, andExecutive Management education, knowledge, and decision-making fordeveloping systems, products, or services Each chapter provides definitions of key terms,guiding principles, examples, author’s notes, real-worldexamples, and exercises, which highlight and reinforce key SE&Dconcepts and practices Addresses concepts employed in Model-BasedSystems Engineering (MBSE), Model-Driven Design (MDD), UnifiedModeling Language (UMLTM) / Systems Modeling Language(SysMLTM), and Agile/Spiral/V-Model Development such asuser needs, stories, and use cases analysis; specificationdevelopment; system architecture development; User-Centric SystemDesign (UCSD); interface definition & control; systemintegration & test; and Verification & Validation(V&V) Highlights/introduces a new 21st Century SystemsEngineering & Development (SE&D) paradigm that is easy tounderstand and implement. Provides practices that are critical stagingpoints for technical decision making such as Technical StrategyDevelopment; Life Cycle requirements; Phases, Modes, & States;SE Process; Requirements Derivation; System ArchitectureDevelopment, User-Centric System Design (UCSD); EngineeringStandards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises andnumerous case studies and examples, Systems EngineeringAnalysis, Design, and Development, Second Edition is a primarytextbook for multi-discipline, engineering, system analysis, andproject management undergraduate/graduate level students and avaluable reference for professionals.

**Structural Optimization,** - A. Borkowski 1990-01-31

**Design and Manufacture of Composite Structures** - G C Eckold 1994-01-01

A practical book of value to those in the automotive, chemical, aerospace and offshore industries. Case studies are included and as well as covering flexible manufacturing systems and non-destructive evaluation, the author looks ahead to metal matrix composites and ceramic matrix composites.