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For courses in Technical Drawing, Engineering Graphics, Engineering Design Communication, Drafting, Visualization, at level beginner through advanced. Technical Drawing and Engineering Graphics, Fourteenth Edition, provides a clear, comprehensive introduction and detailed, easy-to-use reference to creating 2D documentation drawings and engineering graphics by hand or using CAD. It offers excellent technical detail, up-to-date standards, motivating real-world examples, and clearly explained theory and technique in a colorful, highly visual, concisely written format. Designed as an efficient tool for busy, visually oriented learners, this edition expands on well-tested material, bringing its content up-to-date with the latest standards, materials, industries and production processes. Colored models and animations bring the material to life for the student on the book's companion website. Updated exercises that feature sheet metal and plastic parts are a part of the excellent Giesecke problem set. In Engineering Graphics with AutoCAD 2020, award-winning CAD instructor and author James Bethune teaches technical drawing using AutoCAD 2020 as its drawing instrument. Taking a step-by-step approach, this textbook encourages students to work at their own pace and uses sample problems and illustrations to guide them through the powerful features of this drawing program. More than 680 exercise problems provide instructors with a variety of assignment material and students with an opportunity to develop their creativity and problem-solving capabilities. Effective pedagogy throughout the text helps students learn and retain concepts: Step-by-step format throughout the text allows students to work directly from the text to the screen and provides an excellent reference during and after the course. Latest coverage is provided for dynamic blocks, user interface improvements, and productivity enhancements. Exercises, sample problems, and projects appear in each chapter, providing examples of software capabilities and giving students an opportunity to apply their own knowledge to realistic design situations. ANSI standards are discussed when appropriate, introducing students to the appropriate techniques and national standards. Illustrations and sample problems are provided in every chapter, supporting the step-by-step approach by illustrating how to use AutoCAD 2020 and its features to solve various design problems. Engineering Graphics with AutoCAD 2020 will be a valuable resource for every student wanting to learn to create engineering drawings. Not only does this book teach the basics of mathematics and calculator skills, but also exploits the graphics calculator as a learning aid to develop the student's

understanding of mathematical principles, explaining the facilities of the calculator and showing when and how to apply it. This approach is effective and far more exciting for the students. For courses in Engineering Graphics/Technical Drawing and Drafting/Technical Sketching. This authoritative text dominates the market by offering the best coverage of basic graphics principles and an unmatched set of fully machineable working drawings. Its practical, well illustrated, step-by-step explanations of procedures have successfully trained students for 60 years, and continue to appeal to today's visually oriented students.

"Peachpit Press offers over two hours of high-quality video training in the fundamentals of designing with Bohemian Coding's Sketch 3. You'll learn how to use Sketch 3, a lean, powerful, Mac-only app, to create online interfaces and graphics. Videos come with project files to follow along with, and quiz questions for checking your progress. Trainer Amar Sagoo shows how to use Sketch 3 to create shapes, style graphics, edit bitmaps, and more."--Container.

**Engineering Graphics: A Problem-Solving Approach** is an innovative text that provides a fresh perspective on engineering graphics.. The text has a unique problem-solving approach, which requires students to think critically and creatively using engineering drafting tools to solve a particular design problem. It is light on theory and heavy on applications. This is a clear, comprehensive, full-color introduction and reference for students and professionals who are creating engineering drawings and graphics with CAD software or by hand. It provides excellent technical detail and motivating real-world examples, illuminating theory with a colorful, highly-visual format complemented with concise text. Designed for busy, visually-oriented learners, this guide expands on well-tested material, fully updated for the latest ASME standards, materials, industries and production processes. Its up-to-date examples range from mechanical, plastic, and sheet metal drawings to modern techniques for civil engineering, architecture, and rapid prototyping. Throughout, clear, easy, step-by-step descriptions teach essential sketching and visualization techniques, including the use of 3D and 2D CAD. All color visuals are tightly integrated with text to promote rapid mastery. Colorful models and animations on a companion website bring the material to life, and hands-on projects and tear-out worksheets make this guide ideal both for learning and for ongoing reference. In **Engineering Design and Graphics with SolidWorks**, award-winning CAD instructor and author James Bethune shows students how to use SolidWorks to create engineering drawings and designs. Nathan Brown, a fellow CAD instructor, has updated Dr. Bethune's textbook using the latest software. The textbook focuses on the creation of engineering drawings, including dimensions and tolerances and the use of standard parts and tools. Each chapter contains step-by-step sample problems that show students how to apply the concepts presented in the chapter. Effective pedagogy throughout the text helps students learn and retain concepts: **OBJECTIVES:** Each chapter begins with objectives and an introduction to the material. **SUMMARIES:** Each chapter concludes with a summary and exercise problems. **NUMEROUS ILLUSTRATIONS:** The multitude of illustrations, accompanied by explanatory captions, present a visual approach to learning. Students see in the

text what they see on the screen with the addition of explanatory text. **PRACTICAL APPLICATION:** The text provides hundreds of exercise projects of varying difficulty (far more than any other computer graphics text). These exercises reinforce each chapter's content and help students learn by doing. **FLEXIBILITY:** With the hundreds of problems presented in the book, instructors can assign different problems within the same class and from year to year without repeating problems for students. **MEETS STANDARDS:** The text teaches ANSI standards for dimensions and tolerances. This helps students understand how their designs are defined for production and the importance of proper tolerancing. **STEP-BY-STEP APPROACH:** In presenting the fundamentals of engineering drawing using SolidWorks, the text uses a step-by-step approach that allows students to work and learn at their own pace. **CSWA EXAM PREP:** This edition includes sample problems to help students prepare for the CSWA Exam.

**Statistical Computation for Programmers, Scientists, Quants, Excel Users, and Other Professionals** Using the open source R language, you can build powerful statistical models to answer many of your most challenging questions. R has traditionally been difficult for non-statisticians to learn, and most R books assume far too much knowledge to be of help. *R for Everyone, Second Edition*, is the solution. Drawing on his unsurpassed experience teaching new users, professional data scientist Jared P. Lander has written the perfect tutorial for anyone new to statistical programming and modeling. Organized to make learning easy and intuitive, this guide focuses on the 20 percent of R functionality you'll need to accomplish 80 percent of modern data tasks. Lander's self-contained chapters start with the absolute basics, offering extensive hands-on practice and sample code. You'll download and install R; navigate and use the R environment; master basic program control, data import, manipulation, and visualization; and walk through several essential tests. Then, building on this foundation, you'll construct several complete models, both linear and nonlinear, and use some data mining techniques. After all this you'll make your code reproducible with LaTeX, RMarkdown, and Shiny. By the time you're done, you won't just know how to write R programs, you'll be ready to tackle the statistical problems you care about most. Coverage includes Explore R, RStudio, and R packages

- Use R for math: variable types, vectors, calling functions, and more
- Exploit data structures, including data.frames, matrices, and lists
- Read many different types of data
- Create attractive, intuitive statistical graphics
- Write user-defined functions
- Control program flow with if, ifelse, and complex checks
- Improve program efficiency with group manipulations
- Combine and reshape multiple datasets
- Manipulate strings using R's facilities and regular expressions
- Create normal, binomial, and Poisson probability distributions
- Build linear, generalized linear, and nonlinear models
- Program basic statistics: mean, standard deviation, and t-tests
- Train machine learning models
- Assess the quality of models and variable selection
- Prevent overfitting and perform variable selection, using the Elastic Net and Bayesian methods
- Analyze univariate and multivariate time series data
- Group data via K-means and hierarchical clustering
- Prepare reports, slideshows, and web pages with knitr
- Display interactive

data with RMarkdown and htmlwidgets Implement dashboards with Shiny Build reusable R packages with devtools and Rcpp Register your product at [informit.com/register](http://informit.com/register) for convenient access to downloads, updates, and corrections as they become available. In *Engineering Design Graphics with Autodesk Inventor 2020*, award-winning CAD instructor and author James Bethune shows students how to use Autodesk Inventor to create and document drawings and designs. The author puts heavy emphasis on engineering drawings and on drawing components used in engineering drawings such as springs, bearings, cams, and gears. It shows how to create drawings using many different formats such as .ipt, .iam, ipn, and .idw for both English and metric units. It explains how to create drawings using the tools located under the Design tab and how to extract parts from the Content Center. Chapter test questions help students assess their understanding of key concepts. Sample problems, end-of-chapter projects, and a variety of additional exercises reinforce the material and allow students to practice the techniques described. The content of the book goes beyond the material normally presented in an engineering graphics text associated with CAD software to include exercises requiring students to design simple mechanisms. This book includes the following features: Step-by-step format throughout the text allows students to work directly from the text to the screen and provides an excellent reference during and after the course. Latest coverage for Autodesk Inventor 2020 is provided. Exercises, sample problems, and projects appear in each chapter, providing examples of software capabilities and giving students an opportunity to apply their own knowledge to realistic design situations. Examples show how to create an animated assembly, apply dimension to a drawing, calculate shear and bending values, and more. ANSI and ISO standards are discussed when appropriate, introducing students to both so they learn appropriate techniques and national standards. Computer animation and graphics are now prevalent in everyday life from the computer screen, to the movie screen, to the smart phone screen. The growing excitement about WebGL applications and their ability to integrate HTML5, inspired the authors to exclusively use WebGL in the Seventh Edition of *Interactive Computer Graphics with WebGL*. This is the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Endorsed by City and Guilds for use with The Certificate for IT Users Level 1 (part of the City & Guilds e-Quals suite). Practice assignments at the end of each unit are based on City & Guilds specifications. This Value Pack consists of *Interactive Computer Graphics: A Top Down Approach Using OpenGL: International Edition/OpenGL: A Primer, 1/e* by Angel (ISBN: 9781408207659) and value-added components, *Interactive Computer Graphics: A Top-Down Approach Using OpenGL: International Edition*, by Angel (ISBN: 9780321549433), and *OpenGL: A Primer*, by Angel (ISBN: 9780321398116). For courses in Engineering Graphics/Technical Drawing and Drafting/Technical Sketching. This authoritative text dominates the

market by offering the best coverage of basic graphics principles and an unmatched set of fully machineable working drawings. Its practical, well illustrated, step-by-step explanations of procedures have successfully trained students for 60 years, and continue to appeal to today's visually oriented students. Written for year 11 students who wish to build on basic graphical communication skills. The text is divided into four sections, which follow the main components of the Graphics curriculum up to School Certificate or Level 2 of the National Qualifications Framework. Suggested level: senior secondary. For courses in Technical Drawing, Engineering Graphics, Engineering Design Communication, Drafting, Visualization, at level beginner through advanced. Technical Drawing and Engineering Graphics, Fourteenth Edition, provides a clear, comprehensive introduction and detailed, easy-to-use reference to creating 2D documentation drawings and engineering graphics by hand or using CAD. It offers excellent technical detail, up-to-date standards, motivating real-world examples, and clearly explained theory and technique in a colorful, highly visual, concisely written format. Designed as an efficient tool for busy, visually oriented learners, this edition expands on well-tested material

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