

Question Paper June 2013 Computer Practice N5

This book provides a comprehensive introduction to the conversational interface, which is becoming the main mode of interaction with virtual personal assistants, smart devices, various types of wearable, and social robots. The book consists of four parts. Part I presents the background to conversational interfaces, examining past and present work on spoken language interaction with computers. Part II covers the various technologies that are required to build a conversational interface along with practical chapters and exercises using open source tools. Part III looks at interactions with smart devices, wearables, and robots, and discusses the role of emotion and personality in the conversational interface. Part IV examines methods for evaluating conversational interfaces and discusses future directions.

The book elaborates selected, extended and peer reviewed papers on Communication and Signal Processing. As Vol. 8 of the series on "Advances on Signals, Systems and Devices" it presents main topics such as: content based video retrieval, wireless communication systems, biometry and medical imaging, adaptive and smart antennae. The two-volume set of LNCS 11655 and 11656 constitutes the proceedings of the 10th International Conference on Advances in Swarm Intelligence, ICSI 2019, held in Chiang Mai, Thailand, in June 2019. The total of 82 papers presented in these volumes was carefully reviewed and selected from 179 submissions. The papers were organized in topical sections as follows: Part I: Novel methods and algorithms for optimization; particle swarm optimization; ant colony optimization; fireworks algorithms and brain storm optimization; swarm intelligence algorithms and improvements; genetic algorithm and differential evolution; swarm robotics. Part II: Multi-agent system; multi-objective optimization; neural networks; machine learning; identification and recognition; social computing and knowledge graph; service quality and energy management.

This book features a wide spectrum of the latest computer science research relating to cyber warfare, including military and policy dimensions. It is the first book to explore the scientific foundation of cyber warfare and features research from the areas of artificial intelligence, game theory, programming languages, graph theory and more. The high-level approach and emphasis on scientific rigor provides insights on ways to improve cyber warfare defense worldwide. *Cyber Warfare: Building the Scientific Foundation* targets researchers and practitioners working in cyber security, especially government employees or contractors. Advanced-level students in computer science and electrical engineering with an interest in security will also find this content valuable as a secondary textbook or reference.

Biometrics, such as fingerprint, iris, face, hand print, hand vein, speech and gait recognition, etc., as a means of identity management have become commonplace nowadays for various applications. Biometric systems follow a typical pipeline, that is composed of separate preprocessing, feature extraction and classification. Deep learning as a data-driven representation learning approach has been shown to be a promising alternative to conventional data-agnostic and handcrafted pre-processing and feature extraction for biometric systems. Furthermore, deep learning offers an end-to-end learning paradigm to unify preprocessing, feature extraction, and recognition, based solely on biometric data. This Special Issue has collected 12 high-quality, state-of-the-art research papers that deal with challenging issues in advanced biometric

systems based on deep learning. The 12 papers can be divided into 4 categories according to biometric modality; namely, face biometrics, medical electronic signals (EEG and ECG), voice print, and others.

This book examines the implications of computer-generated learning for curriculum design, epistemology, and pedagogy, exploring the ways these technologies transform the relationship between knowledge and learning, and between teachers and students. It argues that these technologies and practices have the potential to refocus on the human factors that are at the center of the learning process.

NTA/UGC-NET/JRF COMPUTER SCIENCE & APPLICATIONS SOLVED PAPERS WITH NOTES

This book covers diverse aspects of advanced computer and communication engineering, focusing specifically on industrial and manufacturing theory and applications of electronics, communications, computing and information technology. Experts in research, industry, and academia present the latest developments in technology, describe applications involving cutting-edge communication and computer systems and explore likely future directions. In addition, access is offered to numerous new algorithms that assist in solving computer and communication engineering problems. The book is based on presentations delivered at ICOCOE 2014, the 1st International Conference on Communication and Computer Engineering. It will appeal to a wide range of professionals in the field, including telecommunication engineers, computer engineers and scientists, researchers, academics and students.

The two-volume set LNCS 12572 and 1273 constitutes the thoroughly refereed proceedings of the 27th International Conference on MultiMedia Modeling, MMM 2021, held in Prague, Czech Republic, in June 2021. Of the 211 submitted regular papers, 40 papers were selected for oral presentation and 33 for poster presentation; 16 special session papers were accepted as well as 2 papers for a demo presentation and 17 papers for participation at the Video Browser Showdown 2021. The papers cover topics such as: multimedia indexing; multimedia mining; multimedia abstraction and summarization; multimedia annotation, tagging and recommendation; multimodal analysis for retrieval applications; semantic analysis of multimedia and contextual data; multimedia fusion methods; multimedia hyperlinking; media content browsing and retrieval tools; media representation and algorithms; audio, image, video processing, coding and compression; multimedia sensors and interaction modes; multimedia privacy, security and content protection; multimedia standards and related issues; advances in multimedia networking and streaming; multimedia databases, content delivery and transport; wireless and mobile multimedia networking; multi-camera and multi-view systems; augmented and virtual reality, virtual environments; real-time and interactive multimedia applications; mobile multimedia applications; multimedia web applications; multimedia authoring and personalization; interactive multimedia and interfaces; sensor networks; social and educational multimedia applications; and emerging trends.

This book constitutes the revised selected papers of the workshops of the 11th International Conference on Service-Oriented Computing (ICSOC 2013), held in Berlin, Germany, in December 2013. The conference hosted the following five workshops: 3rd International Workshop on Cloud Computing and Scientific Applications (CCSA'13); 1st International Workshop on Cloud Service Brokerage (CSB'13); 1st International Workshop on Pervasive Analytical Service Clouds for the Enterprise and Beyond (PASCEB'13); 9th International Workshop on Semantic Web Enabled Software Engineering (SWESE'13); 9th International Workshop on Engineering Service-Oriented Applications (WESOA'13); and a PhD Symposium, with best papers also being included in this book. The 54 papers included in this volume were

carefully reviewed and selected from numerous submissions. They address various topics in the service-oriented computing domain and its emerging applications.

As modern technologies continue to develop and evolve, the ability of users to interface with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools. *Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications* gathers research on user interfaces for advanced technologies and how these interfaces can facilitate new developments in the fields of robotics, assistive technologies, and computational intelligence. This four-volume reference contains cutting-edge research for computer scientists; faculty and students of robotics, digital science, and networked communications; and clinicians invested in assistive technologies. This seminal reference work includes chapters on topics pertaining to system usability, interactive design, mobile interfaces, virtual worlds, and more.

This book is a printed edition of the Special Issue "UAV or Drones for Remote Sensing Applications" that was published in *Sensors*

This book constitutes the thoroughly refereed conference proceedings of the 5th International Conference on E-Voting and Identity, *VoteID 2015*, held in Bern, Switzerland, in September 2015. The 10 revised full papers presented, including one keynote and three invited talks, were carefully selected from 26 submissions. The papers deal with real-world electronic systems; advanced voting protocols; document analysis, machine-checked reasoning, e-voting system in court.

This book describes recent innovations in 3D media and technologies, with coverage of 3D media capturing, processing, encoding, and adaptation, networking aspects for 3D Media, and quality of user experience (QoE). The contributions are based on the results of the FP7 European Project *ROMEO*, which focuses on new methods for the compression and delivery of 3D multi-view video and spatial audio, as well as the optimization of networking and compression jointly across the future Internet. The delivery of 3D media to individual users remains a highly challenging problem due to the large amount of data involved, diverse network characteristics and user terminal requirements, as well as the user's context such as their preferences and location. As the number of visual views increases, current systems will struggle to meet the demanding requirements in terms of delivery of consistent video quality to fixed and mobile users. *ROMEO* will present hybrid networking solutions that combine the DVB-T2 and DVB-NGH broadcast access network technologies together with a QoE aware Peer-to-Peer (P2P) distribution system that operates over wired and wireless links. Live streaming 3D media needs to be received by collaborating users at the same time or with imperceptible delay to enable them to watch together while exchanging comments as if they were all in the same location. This book is the second of a series of three annual volumes devoted to the latest results of the FP7 European Project *ROMEO*. The present volume provides state-of-the-art information on immersive media, 3D multi-view video, spatial audio, cloud-based media, networking protocols for 3D media, P2P 3D media streaming, and 3D Media delivery across heterogeneous wireless networks among other topics. Graduate students and professionals in electrical engineering and computer science with an interest in 3D Future Internet Media will find this volume to be essential reading. *Describes the latest innovations in 3D technologies and Future Internet Media Focuses on research to facilitate application scenarios such as social TV and high-quality, real-time collaboration Discusses QoE for 3D Represents the last of a series of three volumes devoted to contributions from FP7 projects in the area of 3D and networked media*

In cyber-physical systems (CPS), sensors and embedded systems are networked together to monitor and manage a range of physical processes through a continuous feedback system. This allows distributed computing using wireless devices. *Cyber-Physical Systems—A*

Computational Perspective examines various developments of CPS that are impacting our daily lives and sets the stage for future directions in this domain. The book is divided into six sections. The first section covers the physical infrastructure required for CPS, including sensor networks and embedded systems. The second section addresses energy issues in CPS with the use of supercapacitors and reliability assessment. In the third section, the contributors describe the modeling of CPS as a network of robots and explore issues regarding the design of CPS. The fourth section focuses on the impact of ubiquitous computing and cloud computing in CPS and the fifth section discusses security and privacy issues in CPS. The final section covers the role of CPS in big data analytics, social network analysis, and healthcare. As CPS are becoming more complex, pervasive, personalized, and dependable, they are moving beyond niche laboratories to real-life application areas, such as robotics, smart grids, green computing, and healthcare. This book provides you with a guide to current CPS research and development that will contribute to a "smarter" planet.

Explores how we judge engineering education in order to effectively redesign courses and programs that will prepare new engineers for various professional and academic careers Shows how present approaches to assessment were shaped and what the future holds Analyzes the validity of teaching and judging engineering education Shows the integral role that assessment plays in curriculum design and implementation Examines the sociotechnical system's impact on engineering curricula

The 2014 Asia-Pacific Conference on Computer Science and Applications was held in Shanghai, December 27-28, 2014. These CSAC-2014 proceedings include 105 selected papers, which focus not only on the research of science and technology of computer sciences, but also on the research of applications, aiming at a quick and immediate effect on

This book presents state-of-the-art theories and technologies and discusses developments in the two major fields: engineering and sustainable computing. In this modern era of information and communication technologies [ICT], there is a growing need for new sustainable and energy-efficient communication and networking technologies. The book highlights significant current and potential international research relating to theoretical and practical methods toward developing sustainable communication and networking technologies. In particular, it focuses on emerging technologies such as wireless communications, mobile networks, Internet of things [IoT], sustainability, and edge network models. The contributions cover a number of key research issues in software-defined networks, blockchain technologies, big data, edge/fog computing, computer vision, sentiment analysis, cryptography, energy-efficient systems, and cognitive platforms.

This book examines current trends in higher education and the Scholarship of Teaching and Learning. It introduces readers to pedagogical strategies that instructors worldwide are using to overcome some of the challenges they face in higher education. To maximize their students' learning, this work argues that institutions are compelled to innovate their policies and instructors must be collaborative and creative in their practices in response to students' growing demands, needs, challenges to their learning, and the shifting terrain of a rapidly globalizing world. The text explores the idiosyncrasies and challenges that drive innovation across particular cultures, disciplines and institutions. It suggests that the responses to these drivers offer some universal and compatible lessons that not only optimize teaching and learning, but also transgress institutional, cultural, and disciplinary boundaries in higher education. The contributors to this collection work in the United States, the United Kingdom, Africa,

Asia, Australia, Scandinavia and the Middle East. They represent a broad range of disciplines, fields and institutional types. They teach in varied contexts, durations, delivery modes, and formats, including online, study abroad, blended, accelerated, condensed, intensive and mortar-and-brick settings. Their higher education students are equally as diverse, in age, cultural backgrounds and needs, but willingly lend their voices and experiences to their instructors' study of teaching and learning in their particular contexts. This book harnesses the rich diversities and range our contributors represent and shares the results of their expertise, research, and assessments of some of the most creative and effective ways to improve student learning in the face of stagnant practices, limited resources, and other deficiencies that instructors and students face in higher education.

At once a celebration of technology and a warning about its misuse, *The Glass Cage* will change the way you think about the tools you use every day. In *The Glass Cage*, best-selling author Nicholas Carr digs behind the headlines about factory robots and self-driving cars, wearable computers and digitized medicine, as he explores the hidden costs of granting software dominion over our work and our leisure. Even as they bring ease to our lives, these programs are stealing something essential from us. Drawing on psychological and neurological studies that underscore how tightly people's happiness and satisfaction are tied to performing hard work in the real world, Carr reveals something we already suspect: shifting our attention to computer screens can leave us disengaged and discontented. From nineteenth-century textile mills to the cockpits of modern jets, from the frozen hunting grounds of Inuit tribes to the sterile landscapes of GPS maps, *The Glass Cage* explores the impact of automation from a deeply human perspective, examining the personal as well as the economic consequences of our growing dependence on computers. With a characteristic blend of history and philosophy, poetry and science, Carr takes us on a journey from the work and early theory of Adam Smith and Alfred North Whitehead to the latest research into human attention, memory, and happiness, culminating in a moving meditation on how we can use technology to expand the human experience.

This Volume consists last 3 Units 1. Information & Communication Technology (ICT) 2. People, Development and Environment 3. Higher Education System

The third edition of this popular reference covers enabling technologies for building up 5G wireless networks. Due to extensive research and complexity of the incoming solutions for the next generation of wireless networks it is anticipated that the industry will select a subset of these results and leave some advanced technologies to be implemented later,. This new edition presents a carefully chosen combination of the candidate network architectures and the required tools for their analysis. Due to the complexity of the technology, the discussion on 5G will be extensive and it will be difficult to reach consensus on the new global standard. The discussion will have to include the vendors, operators, regulators as well as the research and academic community in the field. Having a comprehensive book will help many participants to join actively the discussion and make meaningful contribution to shaping the new standard. The two-volume set LNCS 10735 and 10736 constitutes the thoroughly refereed proceedings of the 18th Pacific-Rim Conference on Multimedia, PCM 2017, held in Harbin, China, in September 2017. The 184 full papers presented were carefully reviewed and selected from 264 submissions. The papers are organized in topical

sections on: Best Paper Candidate; Video Coding; Image Super-resolution, Deblurring, and Dehazing; Person Identity and Emotion; Tracking and Action Recognition; Detection and Classification; Multimedia Signal Reconstruction and Recovery; Text and Line Detection/Recognition; Social Media; 3D and Panoramic Vision; Deep Learning for Signal Processing and Understanding; Large-Scale Multimedia Affective Computing; Sensor-enhanced Multimedia Systems; Content Analysis; Coding, Compression, Transmission, and Processing.

This three-volume set LNCS 10666, 10667, and 10668 constitutes the refereed conference proceedings of the 9th International Conference on Image and Graphics, ICIG 2017, held in Shanghai, China, in September 2017. The 172 full papers were selected from 370 submissions and focus on advances of theory, techniques and algorithms as well as innovative technologies of image, video and graphics processing and fostering innovation, entrepreneurship, and networking.

This book includes impactful chapters which present scientific concepts, frameworks, architectures and ideas on sensing technologies and machine learning techniques. These are relevant in tackling the following challenges: (i) the field readiness and use of intrusive sensor systems and devices for capturing biosignals, including EEG sensor systems, ECG sensor systems and electrodermal activity sensor systems; (ii) the quality assessment and management of sensor data; (iii) data preprocessing, noise filtering and calibration concepts for biosignals; (iv) the field readiness and use of nonintrusive sensor technologies, including visual sensors, acoustic sensors, vibration sensors and piezoelectric sensors; (v) emotion recognition using mobile phones and smartwatches; (vi) body area sensor networks for emotion and stress studies; (vii) the use of experimental datasets in emotion recognition, including dataset generation principles and concepts, quality insurance and emotion elicitation material and concepts; (viii) machine learning techniques for robust emotion recognition, including graphical models, neural network methods, deep learning methods, statistical learning and multivariate empirical mode decomposition; (ix) subject-independent emotion and stress recognition concepts and systems, including facial expression-based systems, speech-based systems, EEG-based systems, ECG-based systems, electrodermal activity-based systems, multimodal recognition systems and sensor fusion concepts and (x) emotion and stress estimation and forecasting from a nonlinear dynamical system perspective. This book, emerging from the Special Issue of the Sensors journal on "Emotion and Stress Recognition Related Sensors and Machine Learning Technologies" emerges as a result of the crucial need for massive deployment of intelligent sociotechnical systems. Such technologies are being applied in assistive systems in different domains and parts of the world to address challenges that could not be addressed without the advances made in these technologies.

From the Foreword: "[This book] provides a comprehensive overview of the fundamental concepts in healthcare process management as well as some advanced topics in the cutting-edge research of the closely related areas. This

book is ideal for graduate students and practitioners who want to build the foundations and develop novel contributions in healthcare process modeling and management." --Christopher Yang, Drexel University Process modeling and process management are traversal disciplines which have earned more and more relevance over the last two decades. Several research areas are involved within these disciplines, including database systems, database management, information systems, ERP, operations research, formal languages, and logic. Process Modeling and Management for Healthcare provides the reader with an in-depth analysis of what process modeling and process management techniques can do in healthcare, the major challenges faced, and those challenges remaining to be faced. The book features contributions from leading authors in the field. The book is structured into two parts. Part one covers fundamentals and basic concepts in healthcare. It explores the architecture of a process management environment, the flexibility of a process model, and the compliance of a process model. It also features a real application domain of patients suffering from age-related macular degeneration. Part two of the book includes advanced topics from the leading frontiers of scientific research on process management and healthcare. This section of the book covers software metrics to measure features of the process model as a software artifact. It includes process analysis to discover the formal properties of the process model prior to deploying it in real application domains. Abnormal situations and exceptions, as well as temporal clinical guidelines, are also presented in depth Pro.

This book highlights new advances in biometrics using deep learning toward deeper and wider background, deeming it "Deep Biometrics". The book aims to highlight recent developments in biometrics using semi-supervised and unsupervised methods such as Deep Neural Networks, Deep Stacked Autoencoder, Convolutional Neural Networks, Generative Adversary Networks, and so on. The contributors demonstrate the power of deep learning techniques in the emerging new areas such as privacy and security issues, cancellable biometrics, soft biometrics, smart cities, big biometric data, biometric banking, medical biometrics, healthcare biometrics, and biometric genetics, etc. The goal of this volume is to summarize the recent advances in using Deep Learning in the area of biometric security and privacy toward deeper and wider applications. Highlights the impact of deep learning over the field of biometrics in a wide area; Exploits the deeper and wider background of biometrics, such as privacy versus security, biometric big data, biometric genetics, and biometric diagnosis, etc.; Introduces new biometric applications such as biometric banking, internet of things, cloud computing, and medical biometrics.

This is the first book to describe how Autonomous Virtual Humans and Social Robots can interact with real people, be aware of the environment around them, and react to various situations. Researchers from around the world present the main techniques for tracking and analysing humans and their behaviour and contemplate the potential for these virtual humans and robots to replace or stand

in for their human counterparts, tackling areas such as awareness and reactions to real world stimuli and using the same modalities as humans do: verbal and body gestures, facial expressions and gaze to aid seamless human-computer interaction (HCI). The research presented in this volume is split into three sections: ·User Understanding through Multisensory Perception: deals with the analysis and recognition of a given situation or stimuli, addressing issues of facial recognition, body gestures and sound localization. ·Facial and Body Modelling Animation: presents the methods used in modelling and animating faces and bodies to generate realistic motion. ·Modelling Human Behaviours: presents the behavioural aspects of virtual humans and social robots when interacting and reacting to real humans and each other. Context Aware Human-Robot and Human-Agent Interaction would be of great use to students, academics and industry specialists in areas like Robotics, HCI, and Computer Graphics. This volume comprises the select proceedings of the annual convention of the Computer Society of India. Divided into 10 topical volumes, the proceedings present papers on state-of-the-art research, surveys, and succinct reviews. The volumes cover diverse topics ranging from communications networks to big data analytics, and from system architecture to cyber security. This volume focuses on Big Data Analytics. The contents of this book will be useful to researchers and students alike.

This book constitutes the refereed conference proceedings of the 8th International Conference on Image and Graphics, ICIG 2015 held in Tianjin, China, in August 2015. The 164 revised full papers and 6 special issue papers were carefully reviewed and selected from 339 submissions. The papers focus on various advances of theory, techniques and algorithms in the fields of images and graphics.

COMPUTER SCIENCE & APPLICATIONS YOUTH COMPETITION TIMES

"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology"--Provided by publisher.

The 24th European Symposium on Computer Aided Process Engineering creates an international forum where scientific and industrial contributions of computer-aided techniques are presented with applications in process modeling and simulation, process synthesis and design, operation, and process optimization. The organizers have broadened the boundaries of Process Systems Engineering by inviting contributions at different scales of modeling and demonstrating vertical and horizontal integration. Contributions range from applications at the molecular level to the strategic level of the supply chain and sustainable development. They cover major classical themes, at the same time exploring a new range of applications that address the production of renewable forms of energy, environmental footprints and sustainable use of resources and water.

Tulsian's Quick Revision for Financial Accounting is a self-study handbook. Loaded

with practical questions, this book is a perfect revision text - comprises structured questions based on pattern and scheme adopted in examinations.

'Stop following the news until you've read Gemma Milne's persuasive analysis of the hype and bullshit that distort our understanding of emerging science. As she shows, the starting point to grasping the genuine opportunities of AI, life sciences and climate tech is a healthy dose of critical thinking' David Rowan, founding editor of WIRED UK and author of Non-Bullshit Innovation: Radical Ideas from the World's Smartest Minds 'Couldn't be more timely. Fascinating and vitally important' Jamie Bartlett, author of The People Vs Tech 'A much-needed blast of fresh air! Gemma Milne expertly shows us how to separate the truth from the hype surrounding the emerging techs of today, and those of the near-tomorrow' Lewis Dartnell, author of Origins: How the Earth Made Us 'I loved this book! This is exactly the sort of sceptical, cut-through-the-crap-but-still-excited-about-what's-emerging book around tech innovation that's sorely needed, yet is so hard to find . . . essential reading for anyone who's serious about how real-world advances might be effectively harnessed to build a better future' Dr Andrew Maynard, scientist and author of Films from the Future and Future Rising '[A] vital contribution in a world where technological progress promises so much, but too often disappoints. If, like me, you believe that advances in science and technology are our best hope for solving the grand challenges of our times, this book is the indispensable guide to avoiding the mirages and the charlatans along the way' Matt Clifford, co-founder and CEO of Entrepreneur First 'A refreshingly grown-up, clear-headed look at the interaction between science, technology and the media - readable without being dumbed down, acknowledging complexities without being heavy' Tom Chivers, author of The AI Does Not Hate You 'ROBOTS WILL STEAL YOUR JOB!' 'AI WILL REVOLUTIONISE FARMING!' 'GENETIC EDITING WILL CURE CANCER!' Bombastic headlines about science and technology are nothing new. To cut through the constant stream of information and misinformation on social media, or grab the attention of investors, or convince governments to take notice, strident headlines or bold claims seem necessary to give complex, nuanced information some wow factor. But hype has a dark side, too. It can mislead. It can distract. It can blinker us from seeing what is actually going on. From AI, quantum computing and brain implants, to cancer drugs, future foods and fusion energy, science and technology journalist Gemma Milne reveals hype to be responsible for fundamentally misdirecting or even derailing crucial progress. Hype can be combated and discounted, though, if you're able to see exactly where, how and why it is being deployed. This book is your guide to doing just that.

NET JRF PAPER-1 SOLVED PREVIOUS YEAR PAPERS FOR UGC NTA EXAM

KEYWORDS: ugc cbse net jrf previous year solved papers, net jrf kvs madan by pearson, economics net papers, political science, philosophy net papers, psychology, sociology net papers, history, anthropology net papers, commerce, education net papers, social work, home science net papers, public administration, management net papers, hindi, english net papers, physical, law net papers, mass comm, geography net papers, computer, electronic net papers, environmental, international area net papers, yoga

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