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Question 4 (a) Whilst about half of the candidates correctly identified CAD as the
software for drawing the rides, it was very common to see imprecise answers, such
as design software, or incorrect answers, such as desk top publishing or
presentation software. However, those that correctly identified CAD also did well in
answering~~

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Written Paper General comments The standard of candidates' work was an improvement on last year in many areas. The format of the examination was similar to November 2013. The candidates seemed better prepared for this new style of paper than they were twelve months ago.

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November 2013. 4. Curriculum content 4.3 Paper 3 This paper will consist of a variable number of compulsory questions of variable mark value. Candidates will answer on the question paper.

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COMPUTING Paper 9691/11 Written Paper General comments The standard of candidates' work was an improvement on last year in many areas. The format of the examination was similar to November 2013. The candidates seemed better prepared for this new style of paper than they were twelve months ago. The new format leads candidates and Centres

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Cambridge International AS and A Level Computer Science offers a complete set of resources to accompany the 9608 syllabus. This revision guide helps students to prepare and practice skills for the Cambridge AS and A Level Computer Science examination. It contains clear explanations and key information to support learners, with additional practice questions to help students feel confident and reinforce their understanding of key concepts.

Provides guidance on tackling the different types of examination questions.

Written for the AS/A-Level Computing syllabus, this coursebook follows the bullet points of the syllabus chronologically.

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"Shows how to recognize NP-complete problems and offers practical suggestions for dealing with them effectively. The book covers the basic theory of NP-completeness, provides an overview of alternative directions for further research, and contains an extensive list of NP-complete and NP-hard problems, with more than 300 main entries and several times as many results in total. [This book] is suitable as a supplement to courses in algorithm design, computational complexity, operations research, or combinatorial mathematics, and as a text for seminars on approximation algorithms or computational complexity. It provides not only a valuable source of information for students but also an essential reference work for professionals in computer science"--Back cover.

Includes index

In these accelerated times, our decisive and businesslike ways of thinking are unprepared for ambiguity, paradox, and sleeping on it." We assume that the quick-thinking "hare brain" will beat out the slower Intuition of the "tortoise mind." However, now research in cognitive science is changing this understanding of the human mind. It suggests that patience and confusion--rather than rigor and certainty--are the essential precursors of wisdom. With a compelling argument that the mind works best when we trust our unconscious, or "undermind," psychologist Guy Claxton makes an appeal that we be less analytical and let our creativity have free rein. He also encourages reevaluation of society's obsession with results-

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oriented thinking and problem-solving under pressure. Packed with Interesting anecdotes, a dozen puzzles to test your reasoning, and the latest related research, Hare Brain, Tortoise Mind is an Illuminating, uplifting, stimulating read that focuses on a new kind of well-being and cognition.

A comprehensive introduction to the foundations of model checking, a fully automated technique for finding flaws in hardware and software; with extensive examples and both practical and theoretical exercises. Our growing dependence on increasingly complex computer and software systems necessitates the development of formalisms, techniques, and tools for assessing functional properties of these systems. One such technique that has emerged in the last twenty years is model checking, which systematically (and automatically) checks whether a model of a given system satisfies a desired property such as deadlock freedom, invariants, and request-response properties. This automated technique for verification and debugging has developed into a mature and widely used approach with many applications. Principles of Model Checking offers a comprehensive introduction to model checking that is not only a text suitable for classroom use but also a valuable reference for researchers and practitioners in the field. The book begins with the basic principles for modeling concurrent and communicating systems, introduces different classes of properties (including safety and liveness), presents the notion of fairness, and provides automata-based algorithms for these properties. It introduces the temporal logics LTL and CTL,

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compares them, and covers algorithms for verifying these logics, discussing real-time systems as well as systems subject to random phenomena. Separate chapters treat such efficiency-improving techniques as abstraction and symbolic manipulation. The book includes an extensive set of examples (most of which run through several chapters) and a complete set of basic results accompanied by detailed proofs. Each chapter concludes with a summary, bibliographic notes, and an extensive list of exercises of both practical and theoretical nature.

Accuracy and Stability of Numerical Algorithms gives a thorough, up-to-date treatment of the behavior of numerical algorithms in finite precision arithmetic. It combines algorithmic derivations, perturbation theory, and rounding error analysis, all enlivened by historical perspective and informative quotations. This second edition expands and updates the coverage of the first edition (1996) and includes numerous improvements to the original material. Two new chapters treat symmetric indefinite systems and skew-symmetric systems, and nonlinear systems and Newton's method. Twelve new sections include coverage of additional error bounds for Gaussian elimination, rank revealing LU factorizations, weighted and constrained least squares problems, and the fused multiply-add operation found on some modern computer architectures.

This book constitutes the thoroughly refereed proceedings of the 2012 ICSOC Workshops consisting of 6 scientific satellite events, organized in 3 main tracks

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including workshop track (ASC, DISA, PAASC, SCEB, SeMaPS and WESOA 2012), PhD symposium track, demonstration track; held in conjunction with the 10th International Conference on Service-Oriented Computing (ICSOC), in Shanghai, China, November 2012. The 53 revised papers presents a wide range of topics that fall into the general area of service computing such as business process management, distributed systems, computer networks, wireless and mobile computing, grid computing, networking, service science, management science, and software engineering.

A basic problem in computer vision is to understand the structure of a real world scene given several images of it. Techniques for solving this problem are taken from projective geometry and photogrammetry. Here, the authors cover the geometric principles and their algebraic representation in terms of camera projection matrices, the fundamental matrix and the trifocal tensor. The theory and methods of computation of these entities are discussed with real examples, as is their use in the reconstruction of scenes from multiple images. The new edition features an extended introduction covering the key ideas in the book (which itself has been updated with additional examples and appendices) and significant new results which have appeared since the first edition. Comprehensive background material is provided, so readers familiar with linear algebra and basic numerical methods can understand the projective geometry and estimation algorithms presented, and implement the algorithms directly from the book.

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