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Description: on electron-probe formation; the effect of elastic and inelastic scattering processes on electron diffusion and electron range; charging and radiation damage effects; the dependence of SE ...

Building on its continued success this text has been revised to provide the most comprehensive, balanced and up-to-date coverage of systems analysis and design available. The Fourth Edition maintains the dual focus on the concepts and techniques from both the traditional, structured approach and the object-oriented approach to systems development. Instructors have the flexibility to emphasize one approach over the other, or both, while referring to one integrated case study that runs through every chapter.

A world list of books in the English language.

This book presents a collection of original research papers focusing on the enabling aspects of Information and Communication Technologies. In particular, it focuses on the two topics of digital platforms and digital artefacts, and discusses their role in enabling organizations to achieve specific goals, to exploit innovative value propositions, or to leverage innovative coordination mechanisms. Adopting a multidisciplinary perspective on a variety of information systems topics, the book offers interesting insights for IS managers, business managers, and policymakers alike. It is based on a selection of the best research papers - original double-blind peer-reviewed contributions - presented at the annual conference of the Italian chapter of the AIS, held in Genoa (Italy) in November 2014.

Provides complete coverage of both the Lyapunov and Input-Output stability theories, ina readable, concise manner. * Supplies an introduction to the popular backstepping approach to nonlinear control design * Gives a thorough discussion of the concept of input-to-state stability * Includes a discussion of the fundamentals of feedback linearization and related results. * Details complete coverage of the fundamentals of dissipative system's theory and its application in the so-called L2gain control problem, for the first time in an introductory level textbook. * Contains a thorough discussion of nonlinear observers, a very important problem, not commonly encountered in textbooksat this level. *An Instructor's Manual presenting detailed solutions to all the problems in the book is available from the Wiley editorial department.

ANEMONA is a multi-agent system (MAS) methodology for holonic manufacturing system (HMS) analysis and design. ANEMONA defines a mixed top-down and bottom-up development process, and provides HMS-specific guidelines to help designers identify and implement holons. The analysis phase is defined in two stages: System Requirements Analysis, and Holon Identification and Specification. This analysis provides high-level HMS specifications, adopting a top-down recursive approach which provides a set of elementary elements and assembling rules. The next stage is Holon Design, a bottom-up process to produce the system architecture from the analysis models. The Holons Implementation stage produces an Executable Code for the SetUp and Configuration stage. Finally, maintenances functions are executed in the Operation and Maintenance stage. The book will be of interest to researchers and students involved in artificial intelligence and software engineering, and manufacturing engineers in industry and academia.

This book does not tell a story. Instead, it is about stories. Or rather, in technical terms, it is about scenarios. Scenarios of system behavior. It con centrates on reactive systems, be they software or hardware, or combined computer-embedded systems, including distributed and real-time systems. We propose a different way to program such systems, centered on inter object scenario-based behavior. The book describes a language, two tech niques, and a supporting tool. The language is a rather broad extension of live sequence charts (LSCs), the original version of which was proposed in 1998 by W. Damm and the first-listed author of this book. The first of the two techniques, called play-in, is a convenient way to 'play in' scenario based behavior directly from the system's graphical user interface (GUI). The second technique, play-out, makes it possible to execute, or 'play out', the behavior on the GUI as if it were programmed in a conventional intra object state-based fashion. All this is implemented in full in our tool, the Play-Engine. The book can be viewed as offering improvements in some ofthe phases of known system development life cycles, e.g., requirements capture and anal ysis, prototyping, and testing. However, there is a more radical way to view the book, namely, as proposing an alternative way to program reactivity, which, being based on inter-object scenarios, is a lot closer to how people think about systems and their behavior.

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