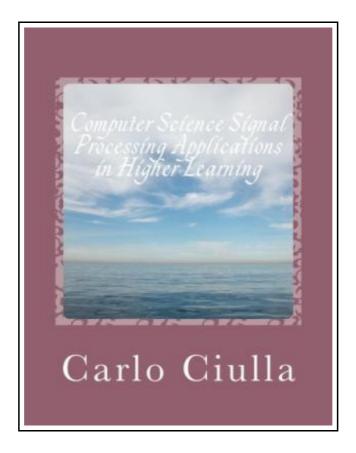
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Createspace, United States, 2012. Paperback. Book Condition: New. 279 x 216 mm. Language: English . Brand New Book ***** Print on Demand *****.The approach of this book is research-like because initiates the readers process of understanding of the science problem in computing disciplines with a focused practical approach which is driven through the implementation in source code of the theoretical concepts. The combination of structured programming techniques with Graphical User Interfaces and routines employed for data visualization make also possible the discovery of new concepts, which are related to the practicality of the science problem being addressed. Such combination broadens the array of capabilities and skills acquired by the readers and it is also useful to understand the issues in the system development counterpart of the computing project. Combining computing in science settings with system development broaden the array of knowledge provided through the lecture. The treatment of the programming details is expansive and corroborated with explanations of the ANSI C/Visual C++/OpenGL coding along with pictures of the Graphical User Interfaces at work with the OpenGL windows for data visualization. Topics: 1. Whittaker-Shannon interpolation formula 2. k-Space Sampling 3. Direct and inverse Fourier Transformations 4. SRE-based interpolation functions 5. Flow charts of the Graphical User Interface 6. Booth Algorithm for binary multiplication 7. Rotation translation of 3D volumes 8. Artificial Neural Network for pattern recognition 9. Graphical User Interfaces 10. Data randomization 11. Creation of artificial data sets 12. OpenGL connection to Visual C++ to display three 2D composite views The source code which allows to build the Computer Science Applications described in the book is available for download at: //.

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