Design Documentation Template Examples

Three of CouchDB's creators show you how to use this document-oriented database as a standalone application framework or with high-volume, distributed applications. With its simple model for storing, processing, and accessing data, CouchDB is ideal for web applications that handle huge amounts of loosely structured data. That alone would stretch the limits of a relational database, yet CouchDB offers an open source solution that's reliable, scales easily, and responds quickly. CouchDB works with self-contained data that has loose or ad-hoc connections. It's a model that fits many real-world items, such as contacts, invoices, and receipts, but you'll discover that this database can easily handle data of any kind. With this book, you'll learn how to work with CouchDB through its RESTful web interface, and become familiar with key features such as simple document CRUD (create, read, update, delete), advanced MapReduce, deployment tuning, and more. Understand the basics of document-oriented storage and manipulation Interact with CouchDB entirely though HTTP using its RESTful interface Model data as self-contained JSON documents Handle evolving data schemas naturally Query and aggregate data in CouchDB using MapReduce views Replicate data between nodes Tune CouchDB for increased performance and reliability
Design of complex artifacts and systems requires the cooperation of multidisciplinary design teams using multiple sophisticated commercial and non-commercial engine- ing tools such as CAD tools, modeling, simulation and optimization software, en- neering databases, and knowledge-based systems. Individuals or individual groups of multidisciplinary design teams usually work in parallel and independently with various engineering tools, which are located on different sites, often for quite a long period of time. At any moment, individual members may be working on different versions of a design or viewing the design from various perspectives, at different levels of details. In order to meet these requirements, it is necessary to have efficient comput- supported collaborative design systems. These systems should not only automate in- vidual tasks, in the manner of traditional computer-aided engineering tools, but also enable individual members to share information, collaborate, and coordinate their activities within the context of a design project. Based on close international collaboration between the University of Technology of Compiègne in France and the Institute of Computing Technology of the Chinese Ac- emy of Sciences in the early 1990s, a series of international workshops on CSCW in Design started in 1996. In order to facilitate the organization of these workshops, an International Working Group on CSCW in Design (CSCWD) was established and an International Steering Committee was formed in 1998. The series was converted to int- national conferences in 2000 building on the success of the four previous workshops. Creating GamesMechanics, Content, and TechnologyCRC Press
With this concise book, you'll learn the art of building hypermedia APIs that don't simply run on the Web, but that actually exist in the Web. You'll start with the general principles and technologies behind this architectural approach, and then dive hands-on into three fully-functional API examples. Too many APIs rely on concepts rooted in desktop and local area network patterns that don't scale well—costly solutions that are difficult to maintain over time. This book shows system architects and web developers how to design and implement human- and machine-readable web services that remain stable and flexible as they scale. Learn the H-Factors for representing application metadata across all media types and formats Understand the four basic design elements for authoring hypermedia types Convert a simple read-only XML-based media type into a successful API design Examine the challenges and advantages of designing a hypermedia type with JSON Use HTML5's rich set of hypermedia controls in the API design process Learn the details of documenting, publishing, and registering media type designs and link-relation types
2D games are hugely popular across a wide range of platforms and the ideal place to start if

you're new to game development. With Learn 2D Game Development with C#, you'll learn your way around the universal building blocks of game development, and how to put them together to create a real working game. C# is increasingly becoming the language of choice for new game developers. Productive and easier to learn than C++, C# lets you get your games working quickly and safely without worrying about tricky low-level details like memory management. This book uses MonoGame, an open source framework that's powerful, free to use and easy to handle, to further reduce low-level details, meaning you can concentrate on the most interesting and universal aspects of a game development: frame, camera, objects and particles, sprites, and the logic and simple physics that determines how they interact. In each chapter, you'll explore one of these key elements of game development in the context of a working game, learn how to implement the example for yourself, and integrate it into your own game library. At the end of the book, you'll put everything you've learned together to build your first full working game! And what's more, MonoGame is designed for maximum cross-platform support, so once you've mastered the fundamentals in this book, you'll be ready to explore and publish games on a wide range of platforms including Windows 8, MAC OSX, Windows Phone, iOS, Android, and Playstation Mobile. Whether you're starting a new hobby or considering a career in game development, Learn 2D Game Development with C# is the ideal place to start. What you'll learnKnow your way around the world of game design and the process of designing a game from scratch. Understand the basic architecture of a 2D game engine and develop your own game library. Work with the MonoGame framework and use it to build your own 2D interactive games. Learn and implement simple in-game pseudo autonomous behaviors. Understand and implement the math and physics underlying realistic game interactions. Give your game impact with graphic effects, and audio and special effects. Who this book is for This book is perfect for game enthusiasts, hobbyists, and anyone who is interested in building interactive games but is unsure of how to begin. It assumes no background in computer graphics or game development, but readers should be familiar with C# or another object-oriented language. Table of ContentsIntroducing 2D Game Development in C# Getting to Know the MonoGame Framework 2D Graphics, Coordinates, and Game State Getting Things Moving Pixel-Accurate Collisions Game Object States and Semiautonomous Behaviors Sprites, Camera, Action! Particle SystemsBuilding Your First 2D Game "There's an incredible amount of depth and thinking in the practices described here, and it's impressive to see it all in one place." —Win Treese, coauthor of Designing Systems for Internet Commerce The Practice of Cloud System Administration, Volume 2, focuses on "distributed" or "cloud" computing and brings a DevOps/SRE sensibility to the practice of system administration. Unsatisfied with books that cover either design or operations in isolation, the authors created this authoritative reference centered on a comprehensive approach. Case studies and examples from Google, Etsy, Twitter, Facebook, Netflix, Amazon, and other industry giants are explained in practical ways that are useful to all enterprises. The new companion to the best-selling first volume, The Practice of System and Network Administration, Second Edition, this guide offers expert coverage of the following and many other crucial topics: Designing and building modern web and distributed systems Fundamentals of large system design Understand the new software engineering implications of cloud administration Make systems that are resilient to failure and grow and scale dynamically Implement DevOps principles and cultural changes IaaS/PaaS/SaaS and virtual platform selection Operating and running systems using the latest DevOps/SRE strategies Upgrade production systems with zero down-time What and how to automate; how to decide what not to automate On-call best practices that improve uptime Why distributed systems require fundamentally different system administration techniques Identify and resolve resiliency problems before they surprise you Assessing and evaluating your team's operational effectiveness Manage the scientific process of continuous improvement A forty-page, pain-free

assessment system you can start using today

The classic guide to instructional design, fully updated for the new ways we learn Rapid Instructional Design is the industry standard guide to creating effective instructional materials, providing no-nonsense practicality rather than theory-driven text. Beginning with a look at what "instructional design" really means, readers are guided step-by-step through the ADDIE model to explore techniques for analysis, design, development, intervention, and evaluation. This new third edition has been updated to cover new applications, technologies, and concepts, and includes many new templates, real-life examples, and additional instructor materials. Instruction delivery has expanded rapidly in the nine years since the second edition's publication, and this update covers all the major advances in the field. The major instructional models are expanded to apply to e-learning, MOOCs, mobile learning, and social network-based learning. Informal learning and communities of practice are examined, as well. Instructional design is the systematic process by which instructional materials are designed, developed, and delivered. Designers must determine the learner's current state and needs, define the end goals of the instruction, and create an intervention to assist in the transition. This book is a complete guide to the process, helping readers design efficient, effective materials. Learn the ins and outs of the ADDIE model Discover shortcuts for rapid design Design for e-learning, Millennials, and MOOCs Investigate methods for emerging avenues of instruction This book does exactly what a well-designed course should do, providing relevant guidance for anyone who wants to know how to apply good instructional design. Eminently practical and fully up-to-date, Rapid Instructional Design is the one-stop guide to more effective instruction.

BTEC National for IT Practitioners: Business Units has been written specifically to cover the business pathway of the BTEC National specifications. This book caters for one of the most popular pathways in the BTEC National specifications, bringing together all the key specialist units for students who have chosen the business route, including the core units specific to this pathway that aren't covered in the core unit book. When used alongside its companions for the core units and systems support pathways, this series delivers the most accessible and usable student textbooks available for the BTEC National. Units covered: Unit 1 – Exploring Business Activity Unit 4 – IT Project Unit 2 – Investigating Business Resources Unit 34 – E Commerce Unit 3 – Introduction to Marketing Unit 35 – Impact of the Use of IT on Business Systems Unit 4 – IT Project Unit 34 – E Commerce Unit 35 – Impact of the Use of IT on Business Systems Written by an experienced tutor, each unit is illustrated with assessment activities, end-of-chapter questions, case studies and practical exercises. The result is a clear, straightforward textbook that encourages independent study and acts as a reference to various topics within the qualification.

Creating Games offers a comprehensive overview of the technology, content, and mechanics of game design. It emphasizes the broad view of a games team and teaches you enough about your teammates' areas so that you can work effectively with them. The authors have included many worksheets and exercises to help get your small indie team off the ground.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Workflow is Oracle's E-Business Suite tool for modeling business processes. Workflow combines procedures performed by the computer with a system of notifications that allow humans to better direct the computer how to proceed. This

book provides a very thorough explanation of the various components of Workflow. You'll learn step by step how to develop and test custom Workflows, and how to administer Workflow using OAM, the Workflow Management screens, and Oracle Diagnostics. This book also explains how the underlying tables store the data generated by Workflow, and how to perform the setups required for a few of the most commonly used Oracle Workflows. The book also includes SQL scripts and sample procedures that we use at Solution Beacon to assess and solve Workflow problems, as well as DBA topics like cloning considerations and partitioning Workflow objects.

This manual is based on the international standards adopted by the 13th International Conference of Labour Statisticians in October 1982. One of its main objectives is to explain the international concepts and definitions in more detail than in the 1982 conference resolution.

What they don't teach you in Project Management School builds on the existing book of knowledge on project governance and management. The book brings the author's tacit knowledge and his knowledge rooted in context to bear on this subject. The book provides deep insights and shares experience on how projects are delivered in the real world. Emphasis is on the mathematics of project management. There are several topics that are not taught in project management schools – metrics, managing onshore-offshore delivery, managing staffing pyramid, managing cash flow in projects, comprehensive project governance plan, and also comprehensive coverage of tools and templates like MS Project Professional, Requirement Traceability Matrix and EVA.

The Service Design phase of the ITIL Service Lifecycle uses business requirements to create services and their supporting practices. This volume covers design principles for applications, infrastructure, processes and resources, as well as sourcing models. Service managers will also find guidance on the engineering of sound requirements, supplier management and design considerations for outsourcing.

The Quality Special Interest Group of the British Computer Society presents the edited proceedings of their sixth International Conference on Software Quality Management (SQM'98) held in April 1998 in Amsterdam. The objective of this series of annual conferences is to promote international co-operation among those concerned with software quality and process improvement, by creating a greater understanding of software quality issues and by sharing current research and industrial experience. The papers cover a broad spectrum of practical experience and research. The topic areas include process improvement, maintaining a quality management system, quality metrics, human factors, project management issues, software tools and approaches to systems development. The organisers would like to thank Origin for their sponsorship of the proceedings. The editors are indebted to the members of the International Advisory Committee for their support and for refereeing the abstracts and the final papers, as well as to the authors who have contributed to the success of this

conference.

Adopting an interdisciplinary perspective, BUILDING GENRE KNOWLEDGE provides a unique look into the processes of building genre knowledge while offering a dynamic theory of those processes that is inclusive of both monolingual and multilingual writers—a necessary move in today's linguistically diverse classrooms. It will therefore be of great interest to researchers and practitioners in both first and second language writing studies.

Over 75 practical recipes to confidently design an efficient virtual datacenter with VMware vSphere 6.x About This Book Get the first book on the market that helps you design a virtualized data center with VMware vSphere 6 Achieve enhanced compute, storage, network, and management capabilities for your virtual data center Exciting and practical recipes help you to design a virtual data easily by leveraging the features of VMware vSphere 6 Who This Book Is For If you are an administrator or consultant interested in designing virtualized datacenter environments using VMware vSphere 6.x or previous versions of vSphere and the supporting components, this book is for you. It will help both new and experienced architects deliver professional VMware vSphere virtual datacenter designs. What You Will Learn Identify key factors related to a vSphere design and apply them to every step of the design process Mitigate security risks and meet compliance requirements in a vSphere design. Create a vSphere conceptual design by identifying technical and business requirements Determine the type of database to use based on the deployment size. Design for performance, availability, recoverability, manageability, and security Map the logical resource design into the physical vSphere design Create professional vSphere design documentation to ensure a successful implementation of the vSphere design Leverage the latest vSphere 6.x features to ensure manageability, performance, availability, and security in a virtual datacenter design In Detail VMware is the industry leader in data center virtualization. The vSphere 6.x suite of products provides a robust and resilient platform to virtualize server and application workloads. With the release of 6.x a whole range of new features has come along such as ESXi Security enhancements, fault tolerance, high availability enhancements, and virtual volumes, thus simplifying the secure management of resources, the availability of applications, and performance enhancements of workloads deployed in the virtualized datacenter. This book provides recipes to create a virtual datacenter design using the features of vSphere 6.x by guiding you through the process of identifying the design factors and applying them to the logical and physical design process. You'll follow steps that walk you through the design process from beginning to end, right from the discovery process to creating the conceptual design; calculating the resource requirements of the logical storage, compute, and network design; mapping the logical requirements to a physical design; security design; and finally creating the design documentation. The recipes in this book provide guidance on making design decisions to ensure the successful creation, and ultimately the successful

implementation, of a VMware vSphere 6.x virtual data center design. Style and Approach The book follows a recipe-based approach that consists of practical recipes to effectively design a virtual data center.

Documentation is the castor oil of programming. Managers think it is good for programmers, and programmers hate it! Jerry Weinberg in Psychology of Computer Programming Andreas Rüping sugars the pill by giving sound advice on how to produce lean and lightweight software documentation. It will be welcomed by all project team members who want to cut out the fat from this time consuming task. Guidance given in pattern form, easily digested and cross-referenced, provides solutions to common problems. Straightforward advice will help you to judge: What details should be left in and what left out When communication face-to-face would be better than paper or online How to adapt the documentation process to the requirements of individual projects and build in change How to organise documents and make them easily accessible When to use diagrams rather than text How to choose the right tools and techniques How documentation impacts the customer Better than offering pat answers or prescriptions, this book will help you to understand the elements and processes that can be found repeatedly in good project documentation and which can be shaped and designed to address your individual circumstance. The author uses real-world examples and utilises agile principles to provide an accessible, practical pattern-based guide which shows how to produce necessary and high quality documentation.

Strategies for grabbing-and holding-an audience's attention online The definitive resource for PR and marketing professionals, this sequel to Steve O'Keefe's best-selling classic Publicity on the Internet (0-471-16175-6) provides detailed, how-to instructions on planning, designing, implementing, troubleshooting, and measuring the results of online campaigns. Throughout the book, the author enlivens his coverage with inspiring and instructive vignettes and case studies of successful campaigns. Steve O'Keefe covers everything the reader will need to get up to speed on search engine optimization, newsletters, news rooms, e-mail marketing, e-mail merge software, syndication and affiliate programs, and building in-house publicity operations. Companion Web site features customizable Word and HTML templates, weekly live discussions groups, and valuable resource listings.

This book aims to provide orthopedic surgeons with all the information that they will require in order to set up and run a motor skills course that will meet the needs of junior staff in Orthopedic Sports Medicine and help in training better surgeons for the future. The coverage is wide-ranging, from the fundamentals of what it takes to be a sports surgeon through to validation methods that measure teaching effectiveness and the certification of surgical skills at the end of the course. Clear guidance is provided on how to teach concepts of surgical skill and the strategy and practical details of designing a training program, with inclusion of a helpful checklist of do's and don'ts. Different basic training modalities are

described, with a particular focus on the FAST system adopted by the Arthroscopy Association of North America, and the role of simulators in surgical skills training is discussed. The book has been produced in cooperation with ISAKOS and the authors are leading professionals from around the world who offer a truly global and multidisciplinary perspective on the subject.

A practical guide packed with step-by-step recipes to design a virtual datacenter using VMware 5.x. This book is a guide for anyone interested in designing virtualized datacenters using VMware vSphere 5.x and the supporting components. Current administrators of VMware vSphere environments will find this book useful when interested in becoming a vSphere Architect or are interested in learning more about the virtual datacenter design process. Knowledge of vSphere installation, configuration, and administration is a prerequisite.

Satish Jain has obtained BSc Degree from Agra University in First Division and is a gold medal winner. He obtained B.E (Electronics) degree from Indian Institute of Science, Bangalore (I.I.Sc) with distinction. He joined Air Force as Signals Officer and held different technical appointments during 21 years of service career. He was specially selected by the IAF to undergo Master of Engineering course in Aerospace Science at the I.I.Sc, Bangalore and M.Teach course in Computer Engineering at Indian Institute of Technology, Kanpur.

Aesthetics isn't the only thing that you should be striving for when you design a template. When creating technical documentation, such as user manuals and online help systems, usability, readability, and simplicity are just as crucial. The design must please the eye and at the same time communicate the content clearly. Paragraph styles and character styles should be efficient to use when writing the document. The layout process should be automated as much as possible. As user assistance documents are frequently updated, an automated layout process is much more important here than in other kinds of books. For example, when you insert a new paragraph into a document, this shouldn't result in you having to manually tweak all subsequent page breaks-not to mention page numbers, cross-references, the table of contents, and the index. Setting up templates and style sheets that are efficient to use when creating and updating a document requires a lot of experience in technical writing. The rules presented in this book are the essence of this experience. All chapters provide various examples that you can use for inspiration and as starting points for your own designs. Topics covered: Layout basics; Setting the type area; Choosing fonts and spacing; Avoiding manual formatting; Creating semantic styles; Organizing styles hierarchically; Recommended screen layouts; Recommended page layouts; Recommended table designs; Recommended paragraph styles; Recommended character styles. Audience: technical writers, developers, marketing professionals, product managers, designers.

A game design document (GDD) is a software design document that serves as a blueprint from which your game is to be built. It helps you define the scope of

your game and sets the general direction for the project, keeping the entire team on the same page. This is a companion piece, intended to accompany the Lazy Designer series. There are two sections -- a sample planning document followed by a "how it went" discussion on the actual implementation.
Microsoft Office SharePoint Server 2007 has improved and changed dramatically over previous versions of the product. The capabilities of the platform have expanded greatly with the inclusion of an automated workflow engine, web content management capabilities, and a vast number of document management enhancements. However, the value of this tool to an enterprise will depend primarily on the ability of individuals in the organization to understand the features and capabilities of the platform and effectively map those to specific business requirements. This book is designed to mentor and coach business and technical leaders in an organization on the use of SharePoint to address critical information management problems. It gives detailed descriptions and illustrations of the product's functionality and also includes realistic usage scenarios to provide contextual relevance and a personalized learning experience to the reader. The mission of this book is to provide extensive knowledge to information workers and site managers that will empower them to become SharePoint Application champions in the organization. This book should be the premiere handbook of any active or aspiring SharePoint expert. To complete the exercises in this book, you should have a basic comfort level using Microsoft Office application to create content and a general understanding of how to interact with a web site through the browser. This book is intended as a starting point for any SharePoint 2007 user whether that user has never used SharePoint before or has some familiarity with a previous version and just wants to understand the differences with the new release.
Every day we interact with thousands of consumer products. We not only expect them to perform their functions safely, reliably, and efficiently, but also to do it so seamlessly that we don't even think about it. However, with the many factors involved in consumer product design, from the application of human factors and ergonomics principles to reducing risks of malfunction and the total life cycle cost, well, the process just seems to get more complex. Edited by well-known and well-respected experts, the two-volumes of Handbook of Human Factors and Ergonomics in Consumer Product Design simplify this process. The first volume, Human Factors and Ergonomics in Consumer Product Design: Methods and Techniques, outlines the how to incorporate Human Factors and Ergonomics (HF/E) principles and knowledge into the design of consumer products in a variety of applications. It discusses the user-centered design process, starting with how mental workload affects every day interactions with consumer products and what lessons may be applied to product design. The book then highlights the ever-increasing role of information technology, including digital imaging, video and other media, and virtual reality applications in consumer product design. It also explores user-centered aspect of consumer product development with discussions of user-centered vs. task-based approach, articulation and assessment of user requirements and needs, interaction with design models, and eco design. With contributions from a team of researchers from 21 countries, the book covers the current state of the art methods and techniques of product ergonomics. It provides an increased knowledge of how to apply the HF/E principles that ultimately leads to better product design.
This book by the International Game Developers Association (IGDA) Game Writing

Special Interest Group focuses on various aspects of working as a professional game writer, including how to break in to game writing, writing manuals, narrative design, writing in a team, working as a freelancer, working with new intellectual property, and more. It incl

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

This book presents the results of EG Multimedia'2001, the Sixth Eurographics th th Workshop on Multimedia, held in Manchester, UK, on the 8 and 9 of September, 2001. All six such workshops are successful examples of fruitful international cooperation under the auspices of the Eurographics working group on Multimedia. The workshop covered a wide range of subjects, from media production to content processing and delivery, with a special focus on issues related to interactive video environments. These Dcluded standards and approaches for interactive television, hypervideo, collaborative video, augmented reality, mobile multimedia, the integration of TV and the Web, content analysis, processing and presentation. The program consisted of two invited keynote presentations, eighteen technical papers and one demonstration, attracting a diverse world-wide group of thirty attendees. Technical papers were organized in six sessions spanning the two days: 3D in Multimedia, Multimedia Architectures and Authoring, \ideo and Coding, Content Based Retrieval and Security, Interactive Media and Interactive TV. The demonstration presented a multimedia system for aerobics and fitness training, exploring the combination of sound and interactive graphics in an effective manner. The keynote presentation by V. Michael Bove provided insights into new architectures for large scale pervasive computing. The second invited presentation by Glorianna Davenport discussed the relations between creativity and interactive movies as participatory art enabled by new media.

Medical informatics and electronic healthcare have many benefits to offer in terms of quality of life for patients, healthcare personnel, citizens and society in general. But evidence-based medicine needs quality information if it is to lead to quality of health and thus to quality of life. This book presents the full papers accepted for presentation at the MIE2012 conference, held in Pisa, Italy, in August 2012. The theme of the 2012 conference is 'Quality of Life through Quality of Information'. As always, the conference provides a unique platform for the exchange of ideas and experiences

among the actors and stakeholders of ICT supported healthcare. The book incorporates contributions related to the latest achievements in biomedical and health informatics in terms of major challenges such as interoperability, collaboration, coordination and patient-oriented healthcare at the most appropriate level of care. It also offers new perspectives for the future of biomedical and health Informatics, critical appraisal of strategies for user involvement, insights for design, deployment and the sustainable use of electronic health records, standards, social software, citizen centred e-health, and new challenges in rehabilitation and social care informatics. The topics presented are interdisciplinary in nature and will be of interest to a variety of professionals; physicians, nurses and other allied health providers, health informaticians, engineers, academics and representatives from industry and consultancy in the various fields.

Three years have passed since the second edition of this book was published. The field of IT outsourcing continues to grow in practice as well as in academia and draws further attention in both domains. Aspects of traditional outsourcing (Part II) have remained pronounced but are becoming more mature. While o- sourcing determinants are still important, they are now of less interest to researchers. Relationship management (Chap. 1) and capability management (Chap. 2) continue to be of interest; so too are outsourcing outcomes (Chap. 3) and, as a new focus, innovation aspects (Chap. 4). These are motivating more and more research activities, complementing the lifecycle of traditional o- sourcing. We note significant growth in the field of IT offshoring (Part II). In our third edition, we offer research results on offshoring patterns and trends (Chap. 5), the crucial aspect of knowledge sharing (Chap. 6), vibrant examples for offshoring dynamics (Chap. 7), and some new contributions on the deter- nants of offshoring success (Chap. 8). The last part of our book investigates the field of business process outsourcing (Part III). In this section, issues such as standardization, process outsourcing to India and deinstitutionalization patterns in the health-care sector are presented. Given these new subjects, we believe that Enduring Themes, Global Challenges, and Process Opportunities is an appropriate subtitle for this third edition of the monograph. Again, we have thoughtfully compiled contem- rary outsourcing research as a primer and a platform for scientific discourse.

Covers SharePoint 2013, Office 365's SharePoint Online, and Other Office 365 Components In SharePoint 2013 Field Guide, top consultant Errin O'Connor and the team from EPC Group bring together best practices and proven strategies drawn from hundreds of successful SharePoint and Office 365 engagements. Reflecting this unsurpassed experience, they guide you through deployments of every type, including the latest considerations around private, public, and hybrid cloud implementations, from ECM to business intelligence (BI), as well as custom development and identity management. O'Connor reveals how world-class consultants approach, plan, implement, and deploy SharePoint 2013 and Office 365's SharePoint Online to maximize both short- and long-term value. He covers every phase and element of the process, including initial "whiteboarding"; consideration around the existing infrastructure; IT roadmaps and the information architecture (IA); and planning for security and compliance in the new IT landscape of the hybrid cloud. SharePoint 2013 Field Guide will be invaluable for implementation team members ranging from solution architects to support professionals, CIOs to end-users. It's like having a team of senior-level SharePoint and Office 365 hybrid architectureconsultants by your side, helping

you optimize your success from start to finish! Detailed Information on How to… Develop a 24-36 month roadmap reflecting initial requirements, longterm strategies, and key unknowns for organizations from 100 users to 100,000 users Establish governance that reduces risk and increases value, covering the system as well as information architecture components, security, compliance, OneDrive, SharePoint 2013, Office 365, SharePoint Online, Microsoft Azure, Amazon Web Services, and identity management Address unique considerations of large, global, and/or multilingual enterprises Plan for the hybrid cloud (private, public, hybrid, SaaS, PaaS, IaaS) Integrate SharePoint with external data sources: from Oracle and SQL Server to HR, ERP, or document management for business intelligence initiatives Optimize performance across multiple data centers or locations including US and EU compliance and regulatory considerations (PHI, PII, HIPAA, Safe Harbor, etc.) Plan for disaster recovery, business continuity, data replication, and archiving Enforce security via identity management and authentication Safely support mobile devices and apps, including BYOD Implement true records management (ECM/RM) to support legal/compliance requirements Efficiently build custom applications, workflows, apps and web parts Leverage Microsoft Azure or Amazon Web Services (AWS)

This four-volume set of LNCS 12821, LNCS 12822, LNCS 12823 and LNCS 12824, constitutes the refereed proceedings of the 16th International Conference on Document Analysis and Recognition, ICDAR 2021, held in Lausanne, Switzerland in September 2021. The 182 full papers were carefully reviewed and selected from 340 submissions, and are presented with 13 competition reports. The papers are organized into the following topical sections: document analysis for literature search, document summarization and translation, multimedia document analysis, mobile text recognition, document analysis for social good, indexing and retrieval of documents, physical and logical layout analysis, recognition of tables and formulas, and natural language processing (NLP) for document understanding.

Advances in Electronic Business advances the understanding of management methods, information technology, and their joint application in business processes. The applications of electronic commerce draw great attention of the practitioners in applying digital technologies to the buy-and-sell activities. This timely book addresses the importance of management and technology issues in electronic business, including collaborative design, collaborative engineering, collaborative decision making, electronic collaboration, communication and cooperation, workflow collaboration, knowledge networking, collaborative e-learning, costs and benefits analysis of collaboration, collaborative transportation and ethics.

The advent of powerful processing technologies and the advances in software development tools have drastically changed the approach and implementation of computational research in fundamental properties of living systems through simulating and synthesizing biological entities and processes in artificial media. Nowadays realistic physical and physiological simulation of natural and would-be creatures, worlds and societies becomes a low-cost task for ordinary home computers. The progress in technology has dramatically reshaped the structure of the software, the execution of a code, and visualization fundamentals. This has led to the emergence of novel breeds of artificial life software models, including three-dimensional programmable simulation environment, distributed discrete events platforms and multi-agent systems. This second edition reflects the technological and research advancements, and presents the best examples of artificial life software models developed in the World and available for users.

The majority of medical research involves quantitative methods and so it is essential to be able to understand and interpret statistics. This book shows readers how to develop the skills required to critically appraise research evidence effectively, and how to conduct research and

communicate their findings.

communicate their findings.