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A Practical Introduction to Computer Vision with OpenCV . 2014. Abstract. Explains the theory behind basic computer vision and provides a bridge from the theory to practical implementation using the industry standard OpenCV libraries Computer Vision is a rapidly expanding area and it is becoming progressively easier for developers ...

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Practical Introduction to Computer Architecture Daniel Page
Computer architecture, which underpins computer science, is a topic in which "getting things done" is paramount: The ability to understand trade-offs before selecting between and implementing well-considered design options is often as important as the study of those options at a more theoretical level.

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A Practical Introduction to Python Programming Brian Heinold
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~~Introduction to Computer Graphics: A Practical Learning ...~~

Explains the theory behind basic computer vision and provides a bridge from the theory to practical implementation using the industry standard OpenCV libraries Computer Vision is a rapidly expanding area and it is becoming progressively easier for developers to make use of this field due to the ready availability of high quality libraries (such as OpenCV 2).

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Book Info F. Ganovelli, M. Corsini, S. Pattanaik, M. Di Benedetto,
Introduction to Computer Graphics: A Practical Learning Approach, Eds. CRC Press, Chapman & Hall ...

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Using Information Technology : A Practical Introduction to Computers & Communications [Brian K. Williams, Stacey C. Sawyer] on Amazon.com. *FREE* shipping on qualifying offers. Using Information Technology : A Practical Introduction to Computers & Communications

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A Practical Introduction to Computer Architecture Daniel Page
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Explains the theory behind basic computer vision and provides a bridge from the theory to practical implementation using the industry standard OpenCV libraries. Computer Vision is a rapidly expanding area and it is becoming progressively easier for developers to make use of this field due to the ready availability of high quality libraries (such as OpenCV 2).

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This easy-to-follow A Practical Introduction to Computer Architecture blends traditional teaching approaches with the use

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@inproceedings{Williams1995UsingIT, title={Using information technology - a practical introduction to computers and communications}, author={B. Williams and Stacey C. Sawyer and S. Hutchinson}, year={1995} }

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The mathematical aspects are complemented by a basic introduction to wave physics, discretization, meshes, parallel programming, computing models. The course targets anyone who aims at developing or using numerical methods applied to

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partial differential equations and is seeking a practical introduction at a basic level.

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