Evolution, Creation, and Intelligent Design Show How the Evolutionary process has led to the development of complex structures and functions that are necessary for the survival of organisms. However, when explaining these complex structures, evolutionists often rely on an argument that there could have been an "origin of life" event where life spontaneously arose from non-living matter. This argument is based on the concept of "common descent," which posits that all present-day species share a common ancestor. However, some creationists argue that this concept is incompatible with the idea of intelligent design, which holds that the universe and its apparent complexity can only be explained by an intelligent force.

Program Solving, Abstraction, and Design Using C++ presents several key themes related to software engineering, including problem solving, abstraction, and design. The book carefully presents object-oriented programming by balancing it with procedural techniques, providing a comprehensive introduction to the C++ programming language.

Problem Solving, Abstraction, and Design Using C++ by Frank E. F. Friedman. Problem Solving, Abstraction, and Design Using C++ presents several key themes related to software engineering, including problem solving, abstraction, and design. The book carefully presents object-oriented programming by balancing it with procedural techniques, providing a comprehensive introduction to the C++ programming language.
to discuss the evolution, the state of the art, and the future perspectives of the field of fault-tolerant computing. Historic developments in academia and industry were presented by individuals who themselves have actively been involved in bringing these about. The Symposium proved to be a unique historic event and these Proceedings, which contain the final versions of the papers presented at Baden, are an authentic reference document.

The Art of Artificial Evolution - Juan J. Romero 2008

While improvements in computer performance are dramatically changing the computer-generated art industry, scientists in natural computing have teamed up with artists to examine how bioinspired systems can influence art. In this comprehensive book, the editors and contributors are researchers and artists with deep experience of the related science, tools and applications, and the book includes overviews of historical developments and future perspectives. The book will be of interest to computer scientists and artists engaged with serious computing techniques applied to art, music and design. The book is supported with a dedicated website.


Programming: An Introduction to Programming by the Inventor of C++ - Bjarne Stroustrup 2014

Preparation for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing correct, usable, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a tutorial introduction to the C++ programming language, used by the most widely-used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners: What Works and What Doesn't The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics such as text processing, testing, and for C++ programming language and provides a solid reference material. Source code and support materials are also available from the author's website.