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HTTP Developer's Handbook Chris Shiflett 2003 HTTP is the protocol that powers the Web. As Web applications become more sophisticated, and as emerging technologies continue to rely heavily on HTTP, understanding this protocol is becoming more and more essential for professional Web developers. By learning HTTP protocol, Web developers gain a deeper understanding of the Web's architecture and can create even better Web applications that are more reliable, faster, and more secure. The HTTP Developer's Handbook is written specifically for Web developers. It begins by introducing the protocol and explaining it in a straightforward manner. It then illustrates how to leverage this information to improve applications. Extensive information and examples are given covering a wide variety of issues, such as state and session management, caching, SSL, software architecture, and application security.

Information Management & Technology 2001

Cities and Homelessness Joaquin Jay Gonzalez III 2021-05-14 Homelessness in America's cities remains a growing problem. The homeless today face the same challenges as in years past: poverty, tenuous or no ties to family and friends, physical and mental health issues, and substance abuse. Compared to the 1950s to 1970s, more homeless are now sleeping on city streets versus in shelters or single room hotels. Homelessness rates are affected by economic trends, lack of equitable and inclusive healthcare and housing, decline in public assistance programs, and natural and man-made disasters. This collection of essays covers case studies, innovations, practices and policies of municipalities coping with homelessness in the 21st century.

Air Force journal of logistics: vol24_no1

InfoWorld 2004-08-16 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Interactive Distributed Multimedia Systems and Telecommunication Services Hans Scholten 2003-07-31 The first International Workshop on Interactive Distributed Multimedia Systems and Telecommunication Services (IDMS) was organized by Prof. K. Rothermel and Prof. W. Effelsberg, and took place in Stuttgart in 1992. It had the form of a national forum for discussion on multimedia issues related to communications. The succeeding event was "attached" as a workshop to the German Computer Science Conference (GI Jahrestagung) in 1994 in Hamburg, organized by Prof. W. Lamersdorf. The chairs of the third IDMS, E. Moeller and B. Butscher, enhanced the event to become a very successful international meeting in Berlin in March 1996. This short overview on the first three IDMS events is taken from the preface of the IDMS'97 proceedings (published by Springer as Lecture Notes in Computer Science, Volume 1309), written by Ralf Steinmetz and Lars Wolf. Both, Ralf Steinmetz as general chair and Lars Wolf as program chair of IDMS'97, organized an excellent international IDMS in Darmstadt. Since 1998, IDMS has moved from Germany to other European cities to emphasize the international character it had gained in the previous years. IDMS'98 was organized in Oslo by Vera Goebel and Thomas Plagemann at UniK - Center for Technology at Kjeller, University of Oslo. Michel Diaz, Phillipe Owezarski, and Patrick Sénac successfully organized the sixth IDMS event, again outside Germany. IDMS'99 took place in Toulouse at ENSICA.

IDMS 2000 continued the tradition and was hosted in Enschede, the Netherlands. *Programming from the Ground Up* Jonathan Bartlett 2009-09-24 Programming from the Ground Up uses Linux assembly language to teach new programmers the most important concepts in programming. It takes you a step at a time through these concepts: * How the processor views memory * How the processor operates * How programs interact with the operating system * How computers represent data internally * How to do low-level and high-level optimization Most beginning-level programming books attempt to shield the reader from how their computer really works. Programming from the Ground Up starts by teaching how the computer works under the hood, so that the programmer will have a sufficient background to be successful in all areas of programming. This book is being used by Princeton University in their COS 217 "Introduction to Programming Systems" course.

Imaging & Document Solutions 2000

Google Maps JavaScript API Cookbook Alper Dincer 2013-12-26 Google Maps API Cookbook follows a fast-paced, high-level, structured cookbook approach, with minimal theory and an abundance of practical, real-world examples explained in a thorough yet concise manner to help you learn quickly and efficiently. Google Maps API Cookbook is for developers who wish to learn how to do anything from adding a simple embedded map to a website to developing complex GIS applications with the Google Maps JavaScript API. It is targeted at JavaScript developers who know how to get by but who are also seeking the immediacy of recipe-based advice.

Optical Media News and Information 1995

Transform Magazine 2004

Step-By-Step Programming with Base SAS 9.4 SAS Institute 2013 Provides conceptual information about the SAS programming language, as well as step-by-step examples that illustrate the concepts.

Data Sources 2000

MacTech Magazine 1994

MAPPING: Management and Processing of Images for Population Imaging Michel Dojat 2017-09-04 Several recent papers underline methodological points that limit the validity of published results in imaging studies in the life sciences and especially the neurosciences (Carp, 2012; Ingre, 2012; Button et al., 2013; Ioannidis, 2014). At least three main points are identified that lead to biased conclusions in research findings: endemic low statistical power and, selective outcome and selective analysis reporting. Because of this, and in view of the lack of replication studies, false discoveries or solutions persist. To overcome the poor reliability of research findings, several actions should be promoted including conducting large cohort studies, data sharing and data reanalysis. The construction of large-scale online databases should be facilitated, as they may contribute to the definition of a "collective mind" (Fox et al., 2014) facilitating open collaborative work or "crowd science" (Franzoni and Sauermann, 2014). Although technology alone cannot change scientists' practices (Wichert et al., 2011; Wallis et al., 2013, Poldrack and Gorgolewski 2014; Roche et al. 2014), technical solutions should be identified which support a more "open science" approach. Also, the analysis of the data plays an important role. For the analysis of large datasets, image processing pipelines should be constructed based on the best algorithms available and their performance should be objectively compared to

diffuse the more relevant solutions. Also, provenance of processed data should be ensured (MacKenzie-Graham et al., 2008). In population imaging this would mean providing effective tools for data sharing and analysis without increasing the burden on researchers. This subject is the main objective of this research topic (RT), cross-listed between the specialty section "Computer Image Analysis" of Frontiers in ICT and Frontiers in Neuroinformatics. Firstly, it gathers works on innovative solutions for the management of large imaging datasets possibly distributed in various centers. The paper of Danso et al. describes their experience with the integration of neuroimaging data coming from several stroke imaging research projects. They detail how the initial NeuroGrid core metadata schema was gradually extended for capturing all information required for future metaanalysis while ensuring semantic interoperability for future integration with other biomedical ontologies. With a similar preoccupation of interoperability, Shanoir relies on the OntoNeuroLog ontology (Temal et al., 2008; Gibaud et al., 2011; Batrancourt et al., 2015), a semantic model that formally described entities and relations in medical imaging, neuropsychological and behavioral assessment domains. The mechanism of "Study Card" allows to seamlessly populate metadata aligned with the ontology, avoiding fastidious manual entrance and the automatic control of the conformity of imported data with a predefined study protocol. The ambitious objective with the BIOMIST platform is to provide an environment managing the entire cycle of neuroimaging data from acquisition to analysis ensuring full provenance information of any derived data. Interestingly, it is conceived based on the product lifecycle management approach used in industry for managing products (here neuroimaging data) from inception to manufacturing. Shanoir and BIOMIST share in part the same OntoNeuroLog ontology facilitating their interoperability. ArchiMed is a data management system locally integrated for 5 years in a clinical environment. Not restricted to Neuroimaging, ArchiMed deals with multi-modal and multi-organs imaging data with specific considerations for data long-term conservation and confidentiality in accordance with the French legislation. Shanoir and ArchiMed are integrated into FLI-IAM1, the national French IT infrastructure for in vivo imaging.

Industrial Photography 1976

Commerce Business Daily 1998-03

Machine Learning For Dummies John Paul Mueller 2021-02-09 One of Mark Cuban's top reads for better understanding A.I. (inc.com, 2021) Your comprehensive entry-level guide to machine learning While machine learning expertise doesn't quite mean you can create your own Turing Test-proof android—as in the movie Ex Machina—it is a form of artificial intelligence and one of the most exciting technological means of identifying opportunities and solving problems fast and on a large scale. Anyone who masters the principles of machine learning is mastering a big part of our tech future and opening up incredible new directions in careers that include fraud detection, optimizing search results, serving real-time ads, credit-scoring, building accurate and sophisticated pricing models—and way, way more. Unlike most machine learning books, the fully updated 2nd Edition of Machine Learning For Dummies doesn't assume you have years of experience using programming languages such as Python (R source is also included in a downloadable form with comments and explanations), but lets you in on the ground floor, covering the entry-level materials that will get you up and running building models you need to perform practical tasks. It takes a look at the underlying—and fascinating—math principles that power machine learning but also shows that you don't need to be a math whiz to build fun new tools and apply them to your work and study. Understand the history of AI and machine learning Work with Python 3.8 and TensorFlow 2.x (and R as a download) Build and test your own models Use the latest datasets, rather than the worn out data found in other books Apply machine learning to real problems Whether you want to learn for college or to enhance your business or career performance, this friendly beginner's guide is your best introduction to machine learning, allowing you to become quickly confident using this amazing and fast-developing technology that's impacting lives for the better all over the world.

Mortgage Banking 2008

Coding All-in-One For Dummies Chris Minnick 2022-06-27 The go-to guide for learning coding from the ground-up Adding some coding know-how to your skills can help launch a new career or bolster an old one. Coding All-in-One For Dummies offers an ideal starting place for learning the languages that make technology go. This edition gets you started with a helpful explanation of how coding works and how it's applied in the real-world before setting you on a path toward writing code for web building, mobile application development, and data analysis. Add coding to your skillset for your existing career, or begin the exciting transition into life as a professional developer—Dummies makes it easy. Learn coding basics and how to apply them Analyze data and automate routine tasks on the job Get the foundation you need to launch a career as a coder Add HTML, JavaScript, and Python know-how to your resume This book serves up insight on the basics of coding, designed to be easy to follow, even if you've never written a line of code in your life. You can do this.

Tax Transfer Pricing Andrea Musselli 2022-09-15T00:00:00+02:00 The book pays attention to the tax treatment of transfer pricing in a single perspective of analysis since the most important principles (the arm's length -ALP- i.e. conditions that independent parties would share, and the sale country) are agreed worldwide. They must be applied in the same way regardless of the economic sector or industry. A country survey overlooks the most important issue of the fiscal problem, that is, the ability to project a unitary policy in compliance with the ALP (or with the sale country principle) and that should be audited by one sole (only theoretically) existing tax authority. The practical part and examples disclose how rules should be/have been applied, how legal proceedings can arise/arose regarding their application, how they were decided if litigation truly occurred, and finally the author's motivated opinion with special focus on which is "the breaking point" of a specific analysis. The term "breaking point" is used to explain which can be the factual and/or the interpretative change that is able to modify such analysis and thus the solution. Extract from the preface of prof. Reuven Avi-Yonah: "this book is a must read for any serious student of the topic and an important contribution to understanding how the ALP is applied today as well as to how it should be applied. It is an invaluable contribution and should be read widely by both tax lawyers and accountants and by tax policy makers".

Design - Build - Run Dave Ingram 2009-02-23 This unique and critical book shares no-fail secrets for building software and offers tried-and-true practices and principles for software design, development, and testing for mission-critical systems that must not fail. A veteran software architect walks you through the lifecycle of a project as well as each area of production readiness—functionality, availability, performance and scalability, operability, maintainability, and extensibility, and highlights their key concepts.

Participatory Mapping Jean-Christophe Plantin 2014-07-09 This book is intended for applications of online digital mapping, called mashups (or composite application), and to analyze the mapping practices in online socio-technical controversies. The hypothesis put forward is that the ability to create an online map accompanies the formation of online audience and provides support for a position in a debate on the Web. The first part provides a study of the map: - a combination of map and statistical reason - crosses between map theories and CIS theories - recent developments in scanning the map, from Geographic Information Systems (GIS) to Web map. The second part is based on a corpus of twenty "mashup" maps, and offers a techno-semiotic analysis highlighting the "thickness of the mediation" they are in a process of communication on the Web. Map as a device to "make do" is thus replaced through these stages of creation, ranging from digital data in their viewing, before describing the construction of the map as a tool for visual evidence in public debates, and ending with an analysis of the delegation action against Internet users. The third section provides an analysis of these mapping practices in the case study of the controversy over nuclear radiation following the accident at the Fukushima plant on March 11, 2011. Techno-semiotic method applied to this corpus of radiation map is supplemented by an analysis of web

graphs, derived from "digital methods" and graph theory, accompanying the analysis of the previous steps maps (creating Geiger data or retrieving files online), but also their movement, once maps are made.

Python 3 Object-oriented Programming Dusty Phillips 2015-08-20 Unleash the power of Python 3 objects About This Book Stop writing scripts and start architecting programs Learn the latest Python syntax and libraries A practical, hands-on tutorial that teaches you all about abstract design patterns and how to implement them in Python 3 Who This Book Is For If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply object-oriented programming in Python to design software, this is the book for you. What You Will Learn Implement objects in Python by creating classes and defining methods Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface Extend class functionality using inheritance Understand when to use object-oriented features, and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Grasp common concurrency techniques and pitfalls in Python 3 Exploit object-oriented programming in key Python technologies such as Kivy and Django. Object-oriented programming concurrently with asyncio In Detail Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a huge array of use cases. Coding in Python minimizes development time and increases productivity in comparison to other languages. Clean, maintainable code is easy to both read and write using Python's clear, concise syntax. Object-oriented programming is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no exception. Starting with a detailed analysis of object-oriented analysis and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This book fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software. You'll get an in-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also learn how to create maintainable applications by studying higher level design patterns. Following this, you'll learn the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems will be introduced in the book. After you discover the joy of unit testing and just how easy it can be, you'll study higher level libraries such as database connectors and GUI toolkits and learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python eco-system such as Django and Kivy. This new edition includes all the topics that made Python 3 Object-oriented Programming an instant Packt classic. It's also packed with updated content to reflect recent changes in the core Python library and covers modern third-party packages that were not available on the Python 3 platform when the book was first published. Style and approach Throughout the book you will learn key object-oriented programming techniques demonstrated by comprehensive case studies in the context of a larger project.

Imaging World 1999

Conference Publication 1983

Information Technology Strategic Plan 2002

Alfresco CMIS Martin Bergljung 2014-03-25 The book will show readers how to use Alfresco's implementation of CMIS through a tutorial-based approach. It also has plenty of examples to help illustrate the concepts that you will learn. If you are a developer who wants to learn how to build applications that talk to content management servers in a standard way using CMIS, this book is ideal for you. It will be helpful if you have a bit of programming experience, although it is not

necessary.

R for Everyone Jared P. Lander 2017-06-13 Statistical Computation for Programmers, Scientists, Quants, Excel Users, and Other Professionals Using the open source R language, you can build powerful statistical models to answer many of your most challenging questions. R has traditionally been difficult for non-statisticians to learn, and most R books assume far too much knowledge to be of help. R for Everyone, Second Edition, is the solution. Drawing on his unsurpassed experience teaching new users, professional data scientist Jared P. Lander has written the perfect tutorial for anyone new to statistical programming and modeling. Organized to make learning easy and intuitive, this guide focuses on the 20 percent of R functionality you'll need to accomplish 80 percent of modern data tasks. Lander's self-contained chapters start with the absolute basics, offering extensive hands-on practice and sample code. You'll download and install R; navigate and use the R environment; master basic program control, data import, manipulation, and visualization; and walk through several essential tests. Then, building on this foundation, you'll construct several complete models, both linear and nonlinear, and use some data mining techniques. After all this you'll make your code reproducible with LaTeX, RMarkdown, and Shiny. By the time you're done, you won't just know how to write R programs, you'll be ready to tackle the statistical problems you care about most. Coverage includes Explore R, RStudio, and R packages Use R for math: variable types, vectors, calling functions, and more Exploit data structures, including data.frames, matrices, and lists Read many different types of data Create attractive, intuitive statistical graphics Write user-defined functions Control program flow with if, ifelse, and complex checks Improve program efficiency with group manipulations Combine and reshape multiple datasets Manipulate strings using R's facilities and regular expressions Create normal, binomial, and Poisson probability distributions Build linear, generalized linear, and nonlinear models Program basic statistics: mean, standard deviation, and t-tests Train machine learning models Assess the quality of models and variable selection Prevent overfitting and perform variable selection, using the Elastic Net and Bayesian methods Analyze univariate and multivariate time series data Group data via K-means and hierarchical clustering Prepare reports, slideshows, and web pages with knitr Display interactive data with RMarkdown and htmlwidgets Implement dashboards with Shiny Build reusable R packages with devtools and Rcpp Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

The Elements of Computing Systems Noam Nisan 2008 This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Step-by-step Programming with Base SAS Software 2001 Step-by-Step Programming with Base SAS Software provides conceptual information about Base SAS software along with step-by-step examples that illustrate the concepts. This title is also available online.

Programming Robots with ROS Morgan Quigley 2015-11-16 Chapter 3. Topics; Publishing to a Topic; Checking That Everything Works as Expected; Subscribing to a Topic; Checking That Everything Works as Expected; Latched Topics; Defining Your Own Message Types; Defining a New Message; Using Your New Message; When Should You Make a New Message Type?; Mixing Publishers and Subscribers; Summary; Chapter 4. Services; Defining a Service; Implementing a Service; Checking That Everything Works as Expected; Other Ways of Returning Values from a Service; Using a Service; Checking That Everything Works as Expected; Other Ways to Call Services; Summary. *Fundamentals of Computer Programming with C#* Svetlin Nakov 2013-09-01 The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming

book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals,

compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Proceedings of the 2004 Summer Computer Simulation Conference, SCSC 2004 Society for Computer Simulation 2004

The Greenhouse Gas Protocol 2004 The GHG Protocol Corporate Accounting and Reporting Standard helps companies and other organizations to identify, calculate, and report GHG emissions. It is designed to set the standard for accurate, complete, consistent, relevant and transparent accounting and reporting of GHG emissions.

Imaging 1998

Inform 1995

Air Force Journal of Logistics 2000

Wall Street & Technology 2003

Document Imaging Report 2002