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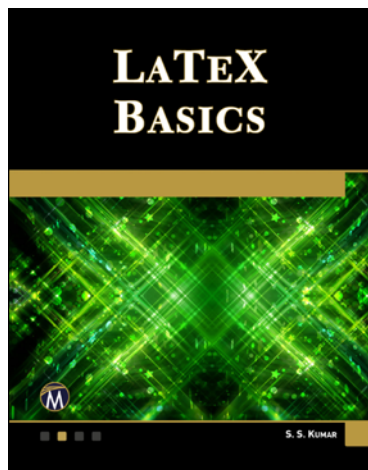
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**Forthcoming**  
**LaTeX Basics**

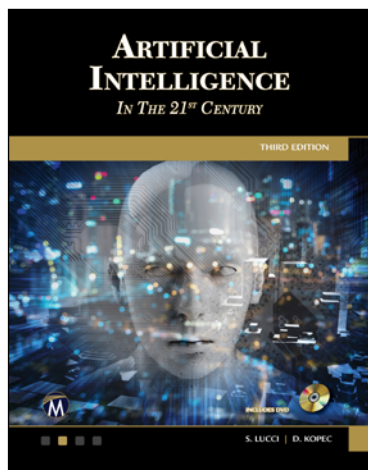
**S. S. Kumar**

Professional documentation is considered to be an integral component of the academic world. One advantage of LaTeX over other documentation systems is that it can generate a high quality typographical document. This is particularly true for documents that are heavy on mathematical formulae, figures, tables, etc. This comprehensive guide for using LaTeX is designed in such a way that no prior knowledge of LaTeX or any other computing language is needed. The chapters include in-depth material on using LaTeX, such as installation, system commands, compilers, layout and formatting, using LaTeX for mathematics, journal creation, citations, Beamer presentation, thesis creation, and much more.

**FEATURES:**

- Assumes no prior knowledge of LaTeX or any other computer language or application
- Covers installation, system commands, compilers, layout formatting, using LaTeX for mathematics, creating figures and tables, journal creation, citations, Beamer presentation, thesis creation, and much more

**S. S. Kumar, PhD** is a university instructor who has authored several books including the topics of wireless networks and MATLAB.



850 pp, 8 in x 10 in, 300+ figures & color images  
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**New!**  
**Artificial Intelligence in the 21st Century**

THIRD EDITION

**Stephen Lucci, Danny Kopec, and Sarhan M. Musa**

This third edition provides a comprehensive, colorful, up-to-date, and accessible presentation of AI without sacrificing theoretical foundations. New chapters on deep learning, AI security, and AI programming are included. Advanced topics cover neural nets, genetic algorithms, natural language processing, planning, and complex board games.

**FEATURES:**

- Provides a comprehensive, colorful, up to date, and accessible presentation of AI without sacrificing theoretical foundations
- Uses numerous examples, applications, full color images, and human interest boxes to enhance student interest
- Introduces important AI concepts e.g., robotics, use in video games, neural nets, machine learning, and more thorough practical applications
- Features over 300 figures and color images with worked problems detailing AI methods and solutions to selected exercises
- Includes companion files with resources, simulations, and figures from the book
- Provides numerous instructors' resources, including: solutions to exercises, Microsoft PP slides, etc.

**Stephen Lucci, Ph.D.**, currently teaches computer science at The City College of New York and has been co-PI on education grants from NASA MU-SPIN. **Danny Kopec** taught at Brooklyn College and the CUNY Graduate Center. He authored several books, conference and journal articles, and was an International Chess Master. **Sarhan M. Musa, Ph.D.**, teaches numerous courses at Texas A&M Prairie View and is the author of several books including *Computational Nanophotonics* (CRC Press) and *Finite Element Analysis* (MLI).



**New!**

## Excel Basics

*Foundations • Formulas • Graphs***Jeffrey Hsu and Gary Bronson**

Created as a book for a first-time or beginning Excel user, it is designed to be a comprehensive, yet accessible and easy to understand introduction to using and mastering Microsoft Excel 2019 and previous versions. The book covers the most fundamental and important aspects of Excel, which form the basis for a solid foundation in the use of this critical software application. It also provides extensive coverage of conditional and selection features, graphs and charts, pivot tables, using a spreadsheet as a database, and selected special topics. The book is illustrated with numerous screenshots, together with examples, applications, and exercises.

**FEATURES:**

- Starts with the elements, layout, and structure of Excel, followed by formulas, functions, applications, and formatting in depth
- Provides both presentations, such as charts/graphs, PivotTables and also spreadsheet features including sorting, filtering, subtotals, and database functions
- Features Application Notes, Common Excel Errors, and Chapter Appendices to reinforce readers' grasp of Excel nuances and concepts
- Includes instructor resources with four tutorial videos, PowerPoint slides for each chapter, sample syllabi, tests, and quizzes.

**Jeffrey Hsu**, Ph.D. (Fairleigh Dickinson University, NJ) is a professor of information systems, has published research papers and books, and has industry experience in the financial and IT sectors.

**Gary Bronson**, Ph.D. is a professor at Fairleigh Dickinson University of information systems with industry and consulting experience and is the author of several books.

**New!**

## Data Science for IoT Engineers

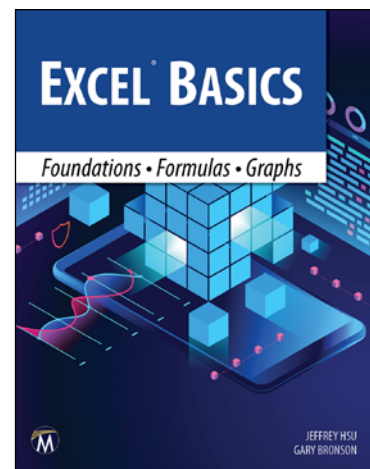
**P. G. Madhavan**

This book is designed to introduce the concepts of data science to professionals in engineering, physics, mathematics, and allied fields. It is a workbook with MATLAB code that creates a common framework and points out various interconnections related to industry. This will allow the reader to connect previous subject knowledge to data science, machine learning, or analytics and apply it to IoT applications. Part One brings together subjects in machine learning, systems theory, linear algebra, digital signal processing, and probability theory. Part Two (Systems Analytics) develops a "universal" nonlinear, time-varying dynamical machine learning solution that can faithfully model all the essential complexities of real-life business problems and shows how to apply it.

**FEATURES**

- Develops a "universal," nonlinear, dynamical machine learning solution to model and apply the complexities of modern applications in IoT
- Covers topics such as machine learning, systems theory, linear algebra, digital signal processing, probability theory, state-space formulation, Bayesian estimation, Kalman filter, causality, and digital twins.

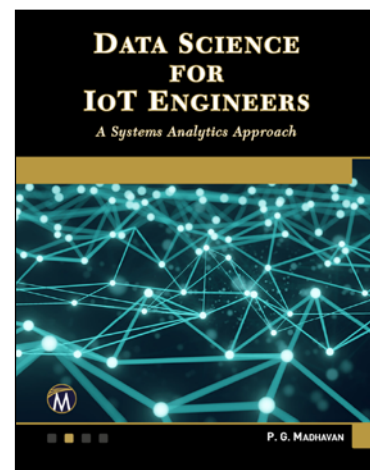
**P. G. Madhavan, PhD** has an extensive background in the Internet of Things (IoT), machine learning, digital twins, and wireless technologies in roles such as Chief IoT Officer and IoT Product Manager at large corporations (including Rockwell Automation, GE Aviation, and NEC).



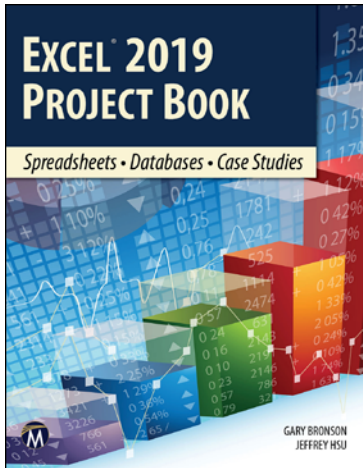
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**New!**

## Excel 2019 Project Book

*Spreadsheets • Databases • Case Studies*

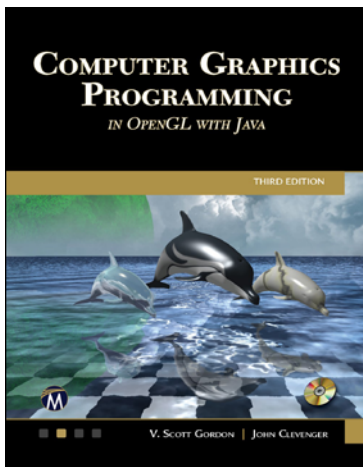
**Gary Bronson and Jeffrey Hsu**

Designed as a project and case-oriented approach to learning Excel, the emphasis of this book is on learning by doing. The book presents a series of progressively reinforcing problem sets, which allow the exploration of real-life business problems. First, the background, theory, formulas, and calculations are discussed, followed by the design of Excel spreadsheets, which support the creation of effective spreadsheets for these applications. Finally, the proper solution and other related aspects are discussed, forming a cohesive set of practical application problems.

### FEATURES:

- Provides 30 projects, several How-to Guides, and Application Types to learn Excel skills using problems, applications, and case studies featuring practical business problems
- Explores formulas and functions, financial functions, cell addressing, conditional functions, lookup functions, graphs, sorting, and filtering, amortization tables, future values of an investment, weighted averages, cash flows, payroll calculations, break even analysis, economic order quantity, spreadsheet databases, and more
- Excel techniques include formulas and functions, cell addressing, conditional and lookup functions, graphs, sorting, and filtering.
- Instructor resources available with four Excel video tutorials and images from the text.

**Gary Bronson**, Ph.D. is a professor at Fairleigh Dickinson University of information systems with industry and consulting experience and is the author of several books. **Jeffrey Hsu**, Ph.D. (Fairleigh Dickinson University, NJ) is a professor of information systems, has published research papers and books, and he has industry experience in the financial and IT sectors.



516 pp, 7 in x 9 in  
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**New!**

## Computer Graphics Programming in OpenGL with Java

THIRD EDITION

**V. Scott Gordon and John L. Clevenger**

This new edition provides step-by-step instruction on modern 3D graphics shader programming in OpenGL with Java along with its theoretical foundations. It is appropriate both for computer science graphics courses and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, "teach-yourself" format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing.

### FEATURES:

- Covers modern OpenGL 4.0+ shader programming in Java, with instructions for both PC/Windows and Macintosh
- Illustrates every technique with running code examples. Everything needed to install the libraries, and complete source code for each example
- Includes step-by-step instruction for using each GLSL programmable pipeline stage (vertex, tessellation, geometry, and fragment)
- Explores practical examples for modeling, lighting and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble
- Adds new chapters on simulating water, stereoscopy, and ray tracing with compute shaders
- Explains how to optimize code with tools such as Nvidia's Nsight debugger
- Includes companion files with code, object models, figures, and more

## Computer Graphics Programming in OpenGL with C++

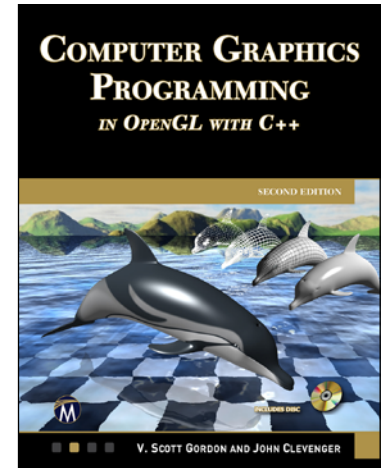
SECOND EDITION

V. Scott Gordon and John L. Clevenger

This new edition provides step-by-step instruction on modern 3D graphics shader programming in OpenGL with C++, along with its theoretical foundations. It is appropriate both for computer science graphics courses and for professionals interested in mastering 3D graphics skills. It has been designed in a 4-color, "teach-yourself" format with numerous examples that the reader can run just as presented. Every shader stage is explored, from the basics of modeling, textures, lighting, shadows, etc., through advanced techniques such as tessellation, normal mapping, noise maps, as well as new chapters on simulating water, stereoscopy, and ray tracing.

### FEATURES:

- Covers modern OpenGL 4.0+ shader programming in C++, with instructions for both PC/Windows and Macintosh
- Adds new chapters on simulating water, stereoscopy, and ray tracing
- Illustrates every technique with running code examples
- Explores practical examples for modeling, lighting, and shadows (including soft shadows), terrain, water, and 3D materials such as wood and marble
- Explains how to optimize code for tools such as Nvidia's Nsight debugger.



514 pp, 7 in x 9 in  
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 E-book, 2020  
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**New!**

## Cryptography and Network Security

*An Introduction*

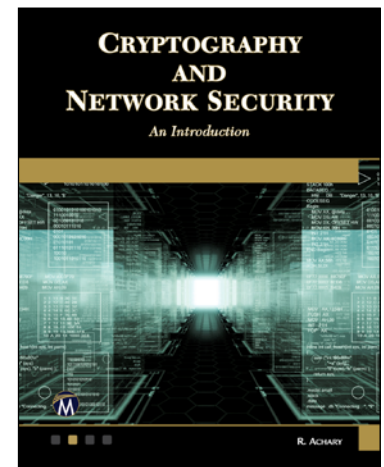
R. Achary

This book is an introduction to fundamental concepts in the fields of cryptography and network security. Because cryptography is highly vulnerable to program errors, a simple testing of the cryptosystem will usually uncover a security vulnerability. In this book the author takes the reader through all of the important design and implementation details of various cryptographic algorithms and network security protocols to enforce network security. The book is divided into four parts: Cryptography, Security Systems, Network Security Applications, and System Security. Numerous diagrams and examples throughout the book are used to explain cryptography and network security concepts.

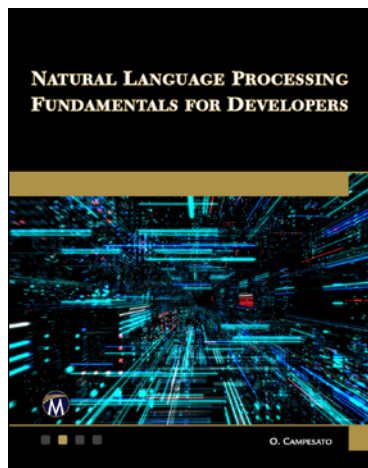
### FEATURES:

- Covers key concepts related to cryptography and network security
- Includes chapters on modern symmetric key block cipher algorithms, information security, message integrity, authentication, digital signature, key management, intruder detection, network layer security, data link layer security, NSM, firewall design, and more.

R. Achary is a university instructor specializing in security attacks and cryptography.



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**New!**

## Natural Language Processing Fundamentals for Developers

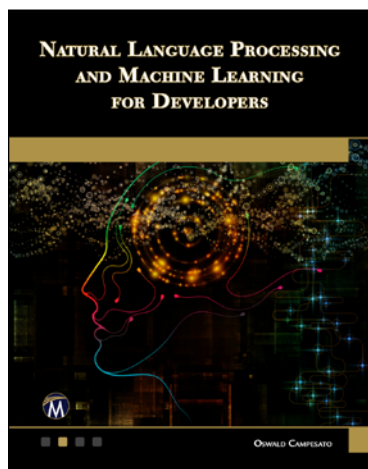
**Oswald Campesato**

This book is for developers who are looking for an overview of basic concepts in Natural Language Processing, casting a wide net of techniques to help developers who have a range of technical backgrounds. Numerous code samples and listings are included to support myriad topics. The book starts with explaining various details of managing data that are relevant for NLP and then moves on to NLP concepts accompanied by Python code samples to illustrate those concepts. The book goes on to detail applications, e.g., sentiment analysis, recommender systems, COVID-19 analysis, spam detection, and a short discussion regarding chatbots plus Transformer architecture, BERT-based models, and the GPT family of models, all of which were developed during the past three years and considered SOTA (“state of the art”). The appendices contain introductory material (including Python code samples) on regular expressions and probability/statistical concepts.

### FEATURES:

- Includes separate appendices on regular expressions and probability/statistics
- Features companion files with source code and figures from the book.

**Oswald Campesato** is an adjunct instructor at UC-Santa Clara and specializes in Deep Learning, Java, NLP, Android, and TensorFlow. He is the author/co-author of over twenty-five books including *TensorFlow 2 Pocket Primer*, *Python 3 for Machine Learning*, and the *Data Science Fundamentals Pocket Primer* (all Mercury Learning and Information).



754 pp, 7 in x 9 in  
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**New!**

## Natural Language Processing and Machine Learning for Developers

**Oswald Campesato**

This book is for developers who are looking for an introduction to basic concepts in NLP and machine learning. Numerous code samples and listings are included to support myriad topics. The first two chapters contain introductory material for NumPy and Pandas, followed by chapters on NLP concepts, algorithms and toolkits, machine learning, and NLP applications. The final chapters include examples of NLP tasks using TF2 and Keras, the Transformer architecture, BERT-based models, and the GPT family of models. The appendices contain introductory material (including Python code samples) for various topics, including data and statistics, Python3, regular expressions, Keras, TF2, Matplotlib, and Seaborn.

### FEATURES:

- Covers extensive topics related to natural language processing and machine learning
- Includes separate appendices on data and statistics, regular expressions, data visualization, Python, Keras, TF2, and more

**Oswald Campesato** is an adjunct instructor at UC-Santa Clara and specializes in Deep Learning, Java, NLP, Android, and TensorFlow. He is the author/co-author of over twenty-five books including *TensorFlow 2 Pocket Primer*, *Python 3 for Machine Learning*, and the *Data Science Fundamentals Pocket Primer* (all Mercury Learning and Information).

**New!**

## Text Analytics for Business Decisions

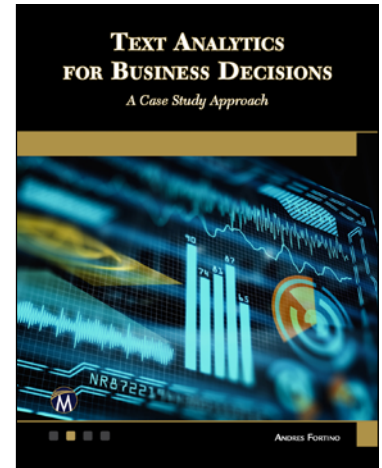
*A Case Study Approach***Andres Fortino**

Using a case study approach, this book was written for business analysts who wish to increase their skills in extracting answers for text data in order to support business decision making. The techniques covered range from the most basic text analytics, such as key word analysis, to more sophisticated techniques, such as topic extraction and text similarity scoring.

**FEATURES:**

- Organized by tool or technique, with the basic techniques presented first and the more sophisticated techniques presented later
- Uses Excel and R for datasets in case studies and exercises
- Features the CRISP-DM data mining standard with early chapters for conducting the preparatory steps in data mining

**Andres Fortino, PhD** holds an appointment as a clinical associate professor of management and systems at the NYU School of Professional Studies. He also leads his own consulting company, Fortino Global Education. Dr. Fortino has published ten books and over 40 academic papers, and has received IBM's First Invention Level Award for his work in semiconductor research.



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**New!**

## Data Science Fundamentals

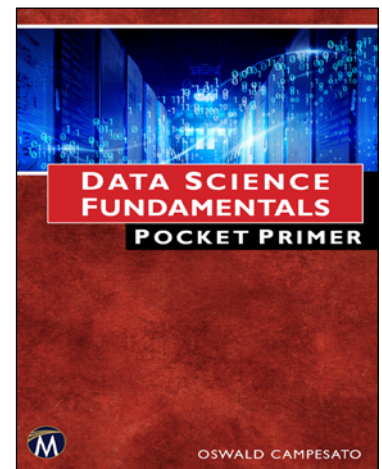
*Pocket Primer***Oswald Campesato**

As part of the best-selling *Pocket Primer* series, this book is designed to introduce the reader to the basic concepts of data science using Python 3 and other computer applications. It is intended to be a fast-paced introduction to some basic features of data analytics and also covers statistics, data visualization, linear algebra, and regular expressions. The book includes numerous code samples using Python, NumPy, R, SQL, NoSQL, and Pandas. Companion files with source code and color figures are available.

**FEATURES:**

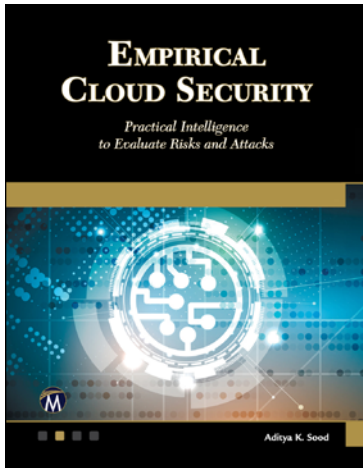
- Provides a thorough introduction to data visualization and regular expressions
- Covers NumPy, Pandas, R, and SQL
- Introduces probability and statistical concepts
- Features numerous code samples throughout

**Oswald Campesato** is an adjunct instructor at UC-Santa Clara and specializes in Deep Learning, Java, NLP, Android, and TensorFlow. He is the author/co-author of over twenty-five books including *TensorFlow 2 Pocket Primer*, *Python 3 for Machine Learning*, and the *Data Science Fundamentals Pocket Primer* (all Mercury Learning and Information).



**Pocket Primer**  
428 pp, 6 in x 9 in  
Paper, May 2021  
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**New!**

## Empirical Cloud Security

*Practical Intelligence to Evaluate Risks and Attacks*

**Aditya K. Sood**

This book is designed for security and risk assessment professionals, DevOps engineers, penetration testers, cloud security engineers, and cloud software developers who are interested in learning practical approaches to cloud security. It covers practical strategies for assessing the security and privacy of your cloud infrastructure and applications and shows how to make your cloud infrastructure secure to combat threats, attacks, and prevent data breaches. The chapters are designed with a granular framework, starting with the security concepts, followed by hand-on assessment techniques based on real-world studies, and concluding with recommendations including best practices.

### FEATURES:

- Covers topics such as cloud architecture and security fundamentals, database and storage security, data privacy, security and risk assessments, controls related to continuous monitoring, and more
- Presents several case studies revealing how threat actors abuse and exploit cloud environments to spread malware

**Aditya K. Sood** (PhD) is a cybersecurity practitioner whose articles have appeared in magazines and journals, including IEEE, Elsevier, ISACA, Virus Bulletin, and USENIX, and he is the author of *Targeted Cyber Attacks* (Syngress). He has presented his research at industry leading security conferences such as BlackHat, DEFCON, Virus Bulletin, and others.



136 pp, 7 in x 9 in  
 Paper, Apr 2021  
 978 1 68392 688 7, \$ 54.95  
 E-book, Mar 2021  
 978 1 68392 686 3, \$ 41.95  
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**New!**

## Tech Trends of the 4th Industrial Revolution

**D. Pyo, J. Hwang, and Y. Yoon**

The term "4th Industrial Revolution" has become commonplace, popping up in various media, but the public's understanding of the underlying technologies is often lagging the fast-pace of its related technological developments. This book is designed to bridge the gap which exists between the 4th industry-related technology boom and the general public's perception of it. The book introduces the content and applications of the related major technologies, such as the Internet of Things, blockchain, artificial intelligence, cloud computing, and big data – all considered essential for the development and operation of contemporary business models. It is written to minimize technical / engineering content in order to enhance the reader's ability to understand these topics.

### FEATURES:

- Introduces the content and applications of the related major technologies, such as the Internet of Things, blockchain, artificial intelligence, robotics, machine learning, cloud computing, big data, virtual reality, and more
- Provides interesting descriptions and applications of technical topics to enhance understanding

**D. Pyo** (PhD) is an assistant professor in the Department of Economics at Changwon National University. **J. Hwang** (PhD) is an assistant professor of Industrial and Systems Engineering at Northern Illinois University. **Y. Yoon** is the IT Assurance Team Leader at Pitney Bowes and formerly a consultant at Deloitte.



**New!**

## Programming Fundamentals Using JAVA

*A Game Application Approach*

SECOND EDITION

**William McAllister and S. Jane Fritz**

Designed as a Java-based textbook for beginning programmers, this book uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention. The game programming is incorporated into the text in a way that does not compromise the amount of material traditionally covered in a basic programming or advanced Java programming course, and permits instructors who are not familiar with game programming and computer graphic concepts to realize the pedagogical advantages of using game programming. The book assumes the reader has no prior programming experience.

**FEATURES:**

- Features content in compliance with the latest ACM/IEEE computer science curriculum guidelines
- Introduces the basic programming concepts such as strings, loops, arrays, graphics, functions, classes, etc
- Includes updating the GUI interface chapters from Swing based to FX based
- Contains material on programming of mobile applications and several simulations that graphically depict unseen runtime processes

**William McAllister** has taught a wide range of computer science courses that include basic programming, computer graphics, and data structures. **S. Jane Fritz** has taught programming courses in BASIC, Visual Basic, Pascal, C, C++, and Java. She has also co-authored several papers and has given a number of presentations at SIGCSE Conferences.

**New!**

## Python 3 and Data Analytics

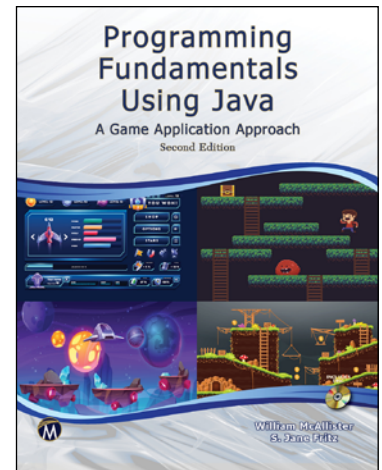
*Pocket Primer***Oswald Campesato**

This book is designed to be a fast-paced introduction to some basic features of data analytics and also covers statistics, data visualization, and data cleaning. The book includes numerous code samples using NumPy, Pandas, Matplotlib, Seaborn, and features an appendix on regular expressions. Companion files with source code and color figures are available.

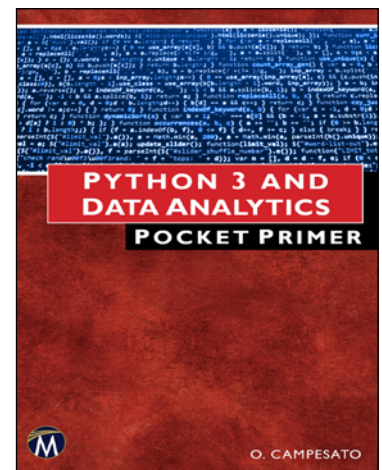
**FEATURES:**

- Includes a concise introduction to Python 3
- Provides a thorough introduction to data and data cleaning
- Introduces statistical concepts and data visualization (Matplotlib/Seaborn)
- Features an appendix on regular expressions
- Includes companion files with source code and figures

Oswald Campesato is an adjunct instructor at UC-Santa Clara and specializes in Deep Learning, Java, NLP, Android, and TensorFlow. He is the author/co-author of over twenty-five books including *TensorFlow 2 Pocket Primer*, *Python 3 for Machine Learning*, and the *Data Science Fundamentals Pocket Primer* (all Mercury Learning and Information).

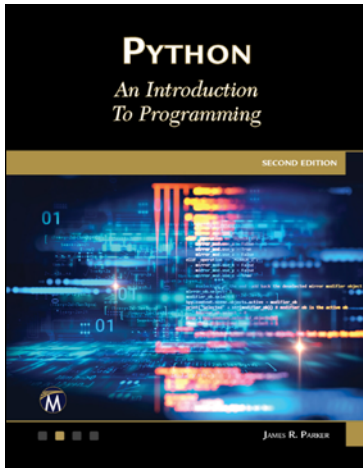


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**New!**

## Python

*An Introduction to Programming*

SECOND EDITION

**James R. Parker**

This book is an introduction to programming concepts that uses Python 3 as the target language. It covers basic computer concepts such as loops, strings, functions, files, graphics, multimedia, algorithms, classes, writing code, etc. Many examples are based on video games because Python has become the language of choice for basic game development. It follows a practical just in time presentation – material is given to the student when it is needed. Designed as a year one textbook for introduction to programming classes or for the hobbyist who wants to learn the fundamentals of programming, the text assumes no programming experience. Companion files with source code, solved programming exercises, projects, and figures from the text are included.

**FEATURES:**

- Develops graphics, exercises, and user interface using Pygame
- Includes many examples based on video game development
- New chapters on parsing and graphics

572 pp, 7 in x 9 in

Paper and disc, Apr 2021

978 1 68392 624 5, \$ 89.95

E-book, Mar 2021

978 1 68392 622 1, \$ 59.95

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**New!**

## Make Amazing Games

*Using Fusion 2.5*

THIRD EDITION

**Jason Darby**

*Make Amazing Games*, third edition, introduces the game creation process to the aspiring game developer with no experience or programming ability. Taking the reader step-by-step through the various stages of developing a game and using the popular “drag and drop” game creation software (a free feature limited version which is available from Steam), readers can build their very own games. Other chapters cover more complex game features such as porting the game onto the Web, distribution, and publishing. This must-have book is the essential resource for anyone interested in learning game creation from beginning to end. Includes companion files with 4-color figures, game demos, graphic libraries, and source code.

**FEATURES:**

- Includes a discussion of the different types of games, necessary game resources, importing graphics, and some basic programming concepts
- Features detailed information on downloading, installing, and using the free Fusion software
- Create four games from scratch with Fusion: a platform game, side-scroller shooter, a bat-and-ball game, and a mouse-clicker game
- Covers backing up your game, debugging, marketing, distribution, and more

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**Jason Darby** has worked as a game designer for some of Europe’s leading game developers and publishers and on AAA game titles for PC, Playstation, and Xbox platforms. He is the author of numerous of game-creation.

**New!**

## Data Analytics

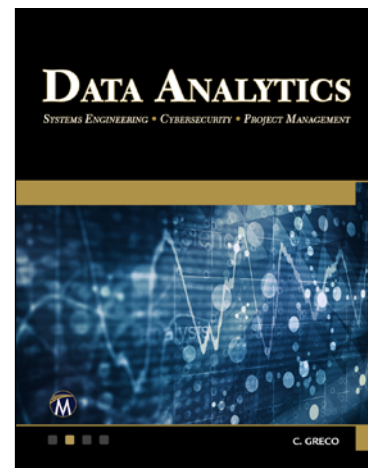
*Systems Engineering - Cybersecurity - Project Management***Christopher Greco**

This book gives the reader a perspective as to the overall data analytics skill set, starting with a primer on statistics, and works toward the application of those methods. There are a variety of formulas and algorithms used in the data analytics process. The formulas can be plugged into whatever software application the reader uses to obtain the answer they need. There are several demonstrations of this process to provide straightforward instruction as to how to bring data analytics skills to your critical thinking.

**FEATURES:**

- Provides straightforward instruction on data analytics methods
- Includes methods, techniques, and case studies for project managers, systems engineers, and cybersecurity professionals
- Refreshes the statistical knowledge needed to bring data analytics into your skillset and decision-making
- Focuses on getting readers up to speed quickly and efficiently to be able to see the impact of data analytics and analytical thinking

**Christopher Greco** is a COMPTIA Certified Technical Trainer and Microsoft Certified Systems Engineer with numerous years of industry experience in the areas of data analysis, cybersecurity, and IT instruction and training.



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**New!**

## Game Development Using Python

SECOND EDITION

**James R. Parker**

This book will guide you through the basic game development process using Python, covering game topics including graphics, sound, artificial intelligence, animation, game engines, etc. Real games are created as you work through the text and significant parts of a game engine are built and made available for download. The companion files contain all of the resources described in the book, e.g., example code, game assets, video/sound editing software, and color figures. Instructor resources are available for use as a textbook.

**FEATURES:**

- Includes code samples using Pygame
- Features new chapters on card games and building a side-scrolling game

**James R. Parker, PhD** is a professor of Art and Digital Media at the University of Calgary. Dr. Parker is the author of *Game Development Using Python, 2/E* (Mercury Learning) and *The Guide to Simulations and Games* (Wiley).



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**Vickie Ellen Wolper** has been using Adobe Photoshop professionally since 1990, with her photograph restoration expertise featured in *Yankee Magazine* and on NH Chronicle. She is currently a higher education instructor specializing in Photoshop. **Holley Ackerson** is an accomplished marketing and design professional with over 25 years of multi-faceted expertise in creating compelling designs and dynamic presentations.



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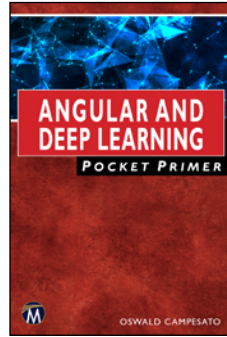
**Oswald Campesato** is an adjunct instructor at UC-Santa Clara and specializes in Deep Learning, Java, NLP, Android, and TensorFlow. He is the author/co-author of over twenty-five books including *TensorFlow 2 Pocket Primer*, *Python 3 for Machine Learning*, and the *Data Science Fundamentals Pocket Primer* (all Mercury Learning and Information).

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- Includes code samples and numerous figures and covers topics such as Angular 10 functionality, basic deep learning concepts, classification algorithms, TensorFlow, and Keras



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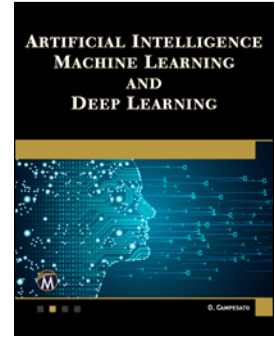


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- In addition, this book contains appendices for Keras, TensorFlow 2, and Pandas.



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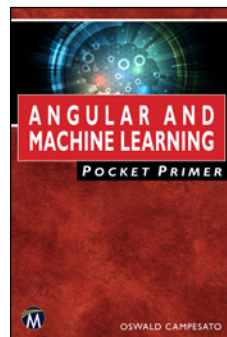
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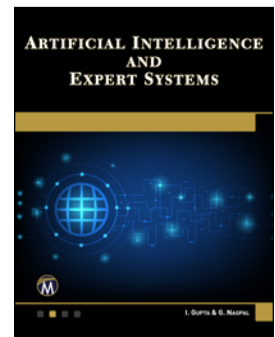


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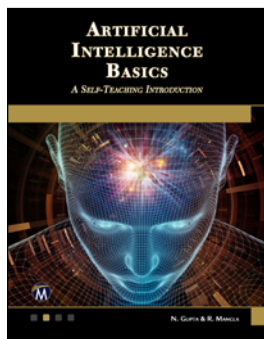
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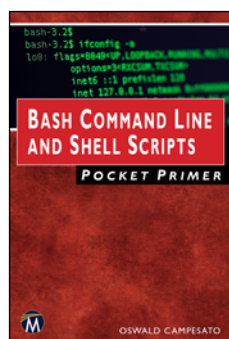
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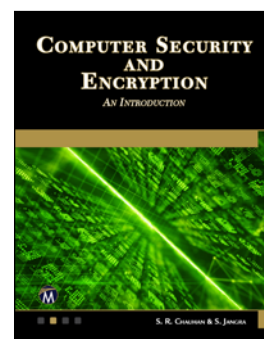


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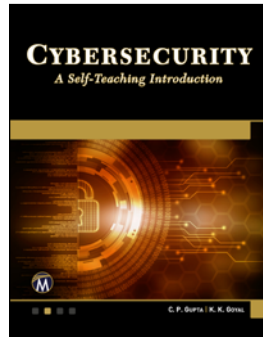
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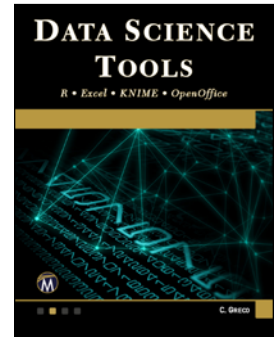
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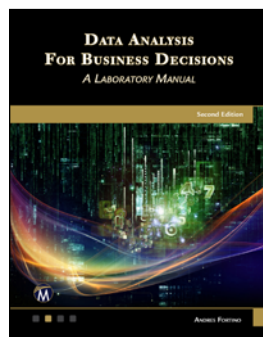
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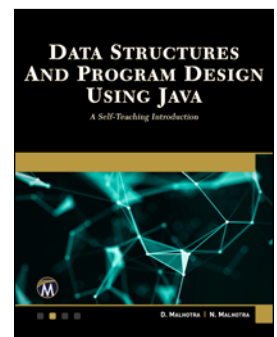


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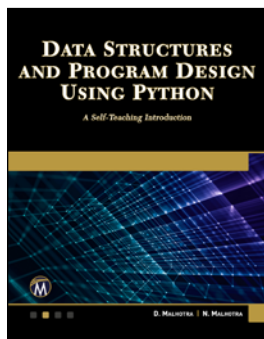


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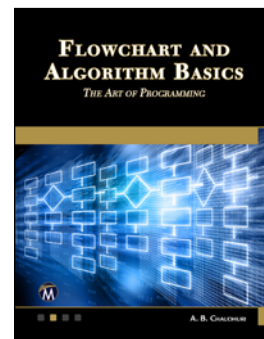
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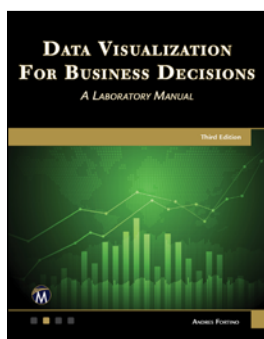
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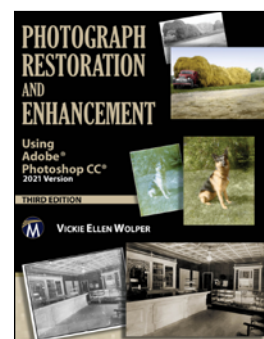
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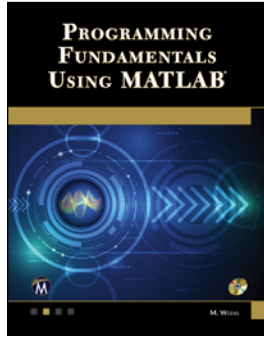




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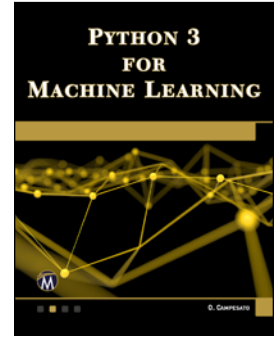
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**Layla S. Mayboudi** holds a PhD in mechanical engineering with a thermofluids specialization from Queen's University (Canada). She has published books and journal articles and has several years of experience in the aerospace, rail transportation, and education industries.

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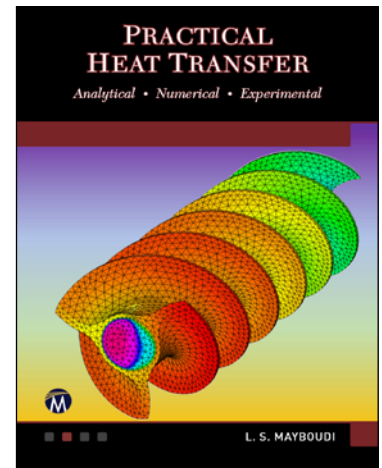
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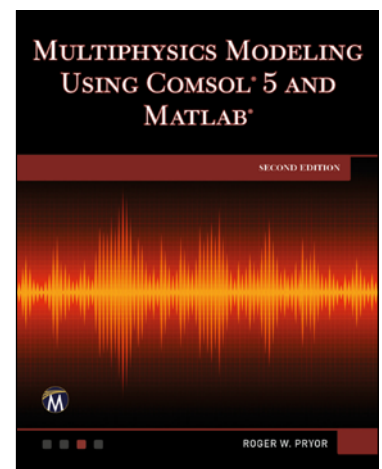
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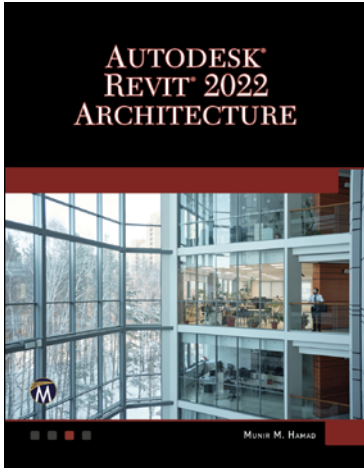


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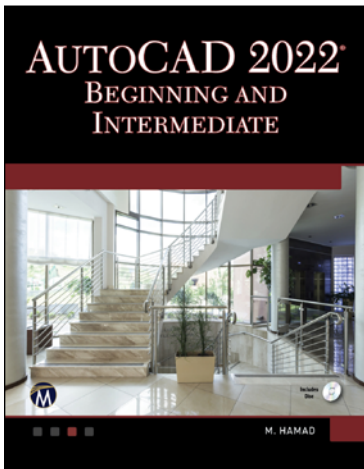
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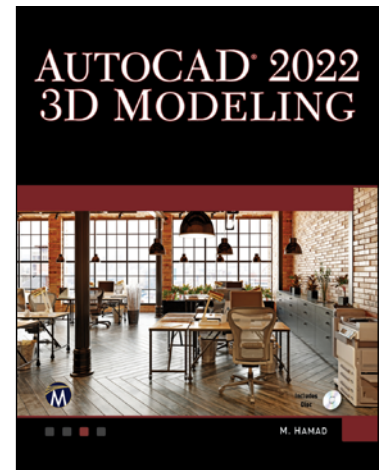
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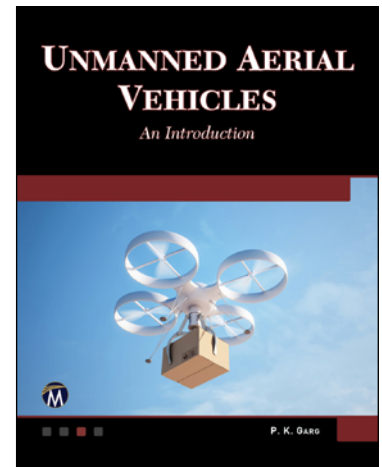
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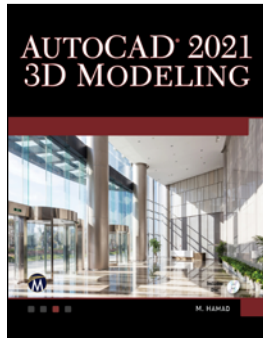
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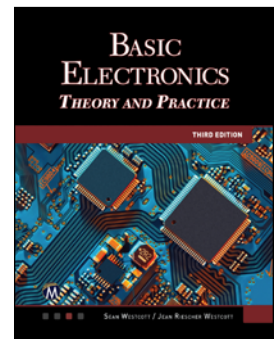
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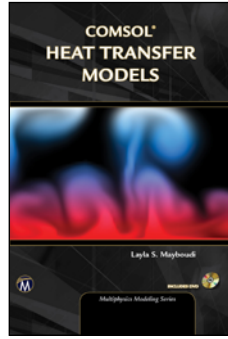
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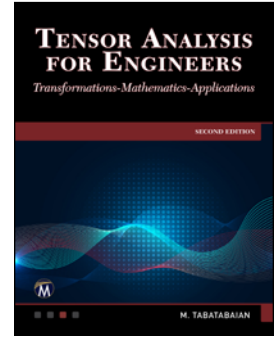
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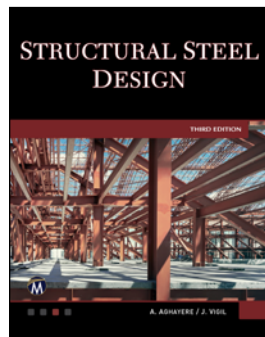


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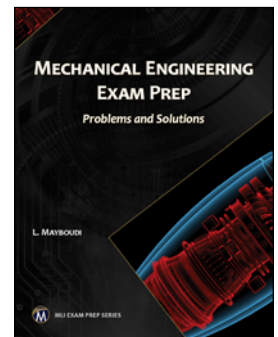
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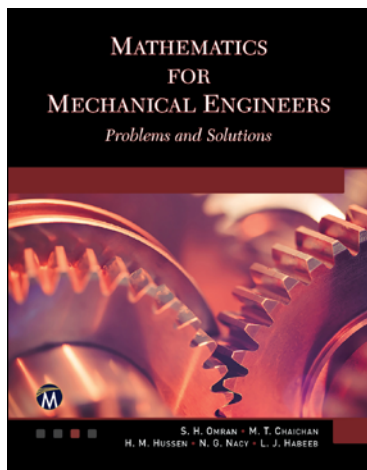
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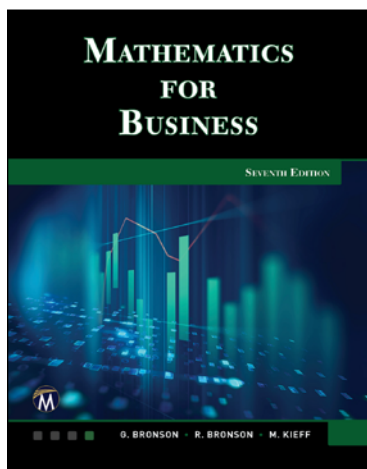
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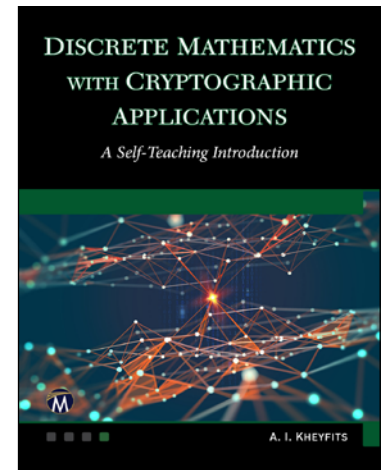
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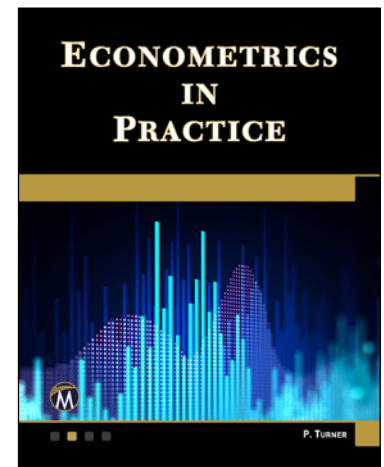
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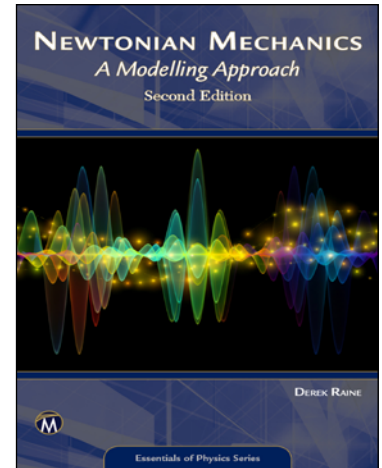
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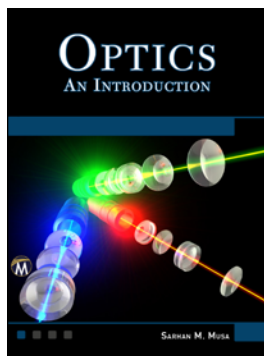


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