

Online Bus Reservation System Documentation

Examines legal, financial, institutional, technical, jurisdictional and other factors affecting public transportation to airports.

This book details the development of the automobile from its early beginnings to the present day. With emphasis on the European historical perspective, particularly the pioneering developments which occurred in Germany, *World History of the Automobile* chronicles the early vehicles by Daimler, Maybach and Benz, the "Mercedes Era," the role of motor vehicles in World Wars I and II, and the numerous technological and business revolutions of the second half of the 20th century.

A practical guide for meeting the challenges of planning and designing a network Network design has to be logical and efficient, decisions have to be made about what services are needed, and security concerns must be addressed. Focusing on general principles, this book will help make the process of setting up, configuring, and maintaining a network much easier. It outlines proven procedures for working in a global community of networked machines, and provides practical illustrations of technical specifics. Readers will also find broad coverage of Linux and other Unix versions, Windows(r), Macs, and mainframes. The author includes discussions on the social and ethical aspects of system administration.

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781119038634; and in softcover - *Web Design with HTML, CSS, JavaScript and jQuery*, 9781118907443.

"Information Systems for Business and Beyond introduces the concept of information systems, their use in business, and the larger impact they are having on our world."--BC Campus website.

This book shows us how to use UML and apply it in object-oriented software development. Part 1 of the book guides the reader step-by-step through the development process while part 2 explains the basics of UML in detail.

"A publication by the U.S. Department of Commerce."

Here's what Web designers need to know to create dynamic, database-driven Web sites To be on the cutting edge, Web sites need to serve up HTML, CSS, and products specific to the needs of different customers using different browsers. An effective e-commerce site gathers information about users and provides information they need to get the desired result. PHP scripting language with a MySQL back-end database offers an effective way to design sites that meet these requirements. This full updated 4th Edition of PHP & MySQL For Dummies gets you quickly up to speed, even if your experience is limited. Explains the easy way to install and set up PHP and MySQL using XAMPP, so it works the same on Linux, Mac, and Windows Shows you how to secure files on a Web host and how to write secure code Packed with useful and understandable code examples for Web site creators who are not professional programmers Fully updated to ensure your code will be compliant based on PHP 5.3 and MySQL 5.1.31 Provides clear, accurate code examples PHP & MySQL For Dummies, 4th Edition provides what you need to know to create sites that get results. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." --Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UML) / Systems Modeling Language (SysML), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline engineering, system analysis, and project management

undergraduate/graduate level students and available reference for professionals.

An indispensable introductory guide to creating web pages using the most up-to-date standards This beginner guide shows you how to use XHTML, CSS, and JavaScript to create compelling Web sites. While learning these technologies, you will discover coding practices such as writing code that works on multiple browsers including mobile devices, how to use AJAX frameworks to add interactivity to your pages, and how to ensure your pages meet accessible requirements. Packed with real-world examples, the book not only teaches you how to write Web sites using XHTML, CSS and JavaScript, but it also teaches you design principles that help you create attractive web sites and practical advice on how to make web pages more usable. In addition, special checklists and appendices review key topics and provide helpful references that re-enforce the basics you've learned. Serves as an ideal beginners guide to writing web pages using XHTML Explains how to use CSS to make pages more appealing and add interactivity to pages using JavaScript and AJAX frameworks Share advice on design principles and how to make pages more attractive and offers practical help with usability and accessibility Features checklists and appendices that review key topics This introductory guide is essential reading for getting started with using XHTML, CSS and JavaScript to create exciting and compelling Web sites. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and the latest in object development techniques.

Thoroughly updated and fully compliant with Rational Rose 2002, the latest release of the industry's most popular software modeling tool, this edition contains simplified, useful case studies and helps the reader understand the core concepts of modeling and how to use UML effectively.

Events Management is the must-have introductory text providing a complete A-Z of the principles and practices of planning, managing and staging events. The book: introduces the concepts of event planning and management presents the study of events management within an academic environment discusses the key components for staging an event, covering the whole process from creation to evaluation examines the events industry within its broader business context, covering impacts and event tourism provides an effective guide for producers of events contains learning objectives and review questions to consolidate learning Each chapter features a real-life case study to illustrate key concepts and place theory in a practical context, as well as preparing students to tackle any challenges they may face in managing events. Examples include the Beijing Olympic Games, Google Zeitgeist Conference, International Confex, Edinburgh International Festival, Ideal Home Show and Glastonbury Festival. Carefully constructed to maximise learning, the text provides the reader with: a systematic guide to organizing successful events, examining areas such as staging, logistics, marketing, human resource management, control and budgeting, risk management, impacts, evaluation and reporting fully revised and updated content including new chapters on sustainable development and events, perspectives on events, and expanded content on marketing, legal issues, risk and health and safety management a companion website: www.elsevierdirect.com/9781856178181 with additional materials and links to websites and other resources for both students and lecturers

With the increasing application of software in systems, especially safety- or even life-critical systems, it is no longer sufficient for the software developer to rely solely on testing the code produced. Testing must begin with the specification of requirements, continue on the design and finally on the implemented system. This book gives guidance on how testing

can be carried out at each of the stages of software development. It does this by looking at the development process from four viewpoints: that of the intended user of the system, of its designers, of its programmers, and of the manager responsible for development. The product of each stage of development is individually examined to see how it can be checked for correctness and consistency with earlier specifications. References are given to techniques available to the software developer and there are many helpful checklists. The contributors are all members of the British Computer Society's Working Group on Testing, and between them have an impressive breadth of practical experience in the commercial development of small and large software systems. Their combined experience makes this a most valuable book for the computing professional.

A dissertation is often a crucial part of a Business and Management degree and can heavily influence the final mark. It can be extremely daunting: it requires a lengthy piece of writing and forms a major component for assessment. In fact, when faced with this task the first word that comes to mind for many students is simply 'Help!' This new and updated edition provides the necessary help, covering all the stages from the initial choice of subject through to the final writing. Stephen Rayner joins Brian White in this excellent guide to dissertations, which is equally useful to both undergraduates and postgraduates. It includes support on all aspects of the dissertation, from the student-supervisor relationship to evaluation and analysis of data.

The Economics and Politics of High Speed Rail: Lessons from Experiences Abroad, by Daniel Albalade and Germà Bel, introduces the main questions policy makers and scholars should examine when considering and studying HSR implementation, with particular emphasis on the US's recent interest in this technology and possible application in California. This study is a rigorous investigation of the economic and political challenges and ramifications of implementing new public transportation technology and its effects on taxpayers.

This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case studies illustrate design issues for different software architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate or graduate courses in software

engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.

With everything readers need to know about how to execute their research project, this book is written specifically for information systems (IS) and computing students. It introduces key quantitative and qualitative research methods, makes sense of underlying philosophies, and will help readers navigate and assess existing published academic papers. Throughout readers are supported by pedagogical features such as learning objectives, explanations, discussion questions, evaluation guides and suggestions for further reading.

In April 1991 BusinessWeek ran a cover story entitled, "Can't Work This #@! Thing," about the difficulties many people have with consumer products, such as cell phones and VCRs. More than 15 years later, the situation is much the same-but at a very different level of scale. The disconnect between people and technology has had society-wide consequences in the large-scale system accidents from major human error, such as those at Three Mile Island and in Chernobyl. To prevent both the individually annoying and nationally significant consequences, human capabilities and needs must be considered early and throughout system design and development. One challenge for such consideration has been providing the background and data needed for the seamless integration of humans into the design process from various perspectives: human factors engineering, manpower, personnel, training, safety and health, and, in the military, habitability and survivability. This collection of development activities has come to be called human-system integration (HSI). Human-System Integration in the System Development Process reviews in detail more than 20 categories of HSI methods to provide invaluable guidance and information for system designers and developers.

- Comprehensive ASP.NET reference, loaded with code examples--now including both VB .NET and C#. - Updated to the latest .NET release version 1.1 (Everett) making it compatible with the upcoming .NET Server 2003. - Author Stephen Walther is a well-reviewed author and ASP.NET expert and trainer who works closely with the Microsoft ASP.NET team.

Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.

NOTE: This title is also available as a free eBook on the Microsoft Download Center. It is offered for sale in print format as a convenience.

Get a head start evaluating SQL Server 2014 - guided by two experts who have worked with the technology from the earliest beta. Based on Community Technology Preview 2 (CTP2) software, this guide introduces new features and capabilities, with practical insights on how SQL

Server 2014 can meet the needs of your business. Get the early, high-level overview you need to begin preparing your deployment now. Coverage includes: SQL Server 2014 Editions and engine enhancements Mission-critical performance enhancements Hybrid cloud enhancements Self-service Business Intelligence enhancements in Microsoft Excel Enterprise information management enhancements Big Data solutions

Since the enactment of the Airline Deregulation Act in 1978, questions that had been at the heart of the ongoing debate about the industry for eighty years gained a new intensity: Is there enough competition among airlines to ensure that passengers do not pay excessive fares? Can an unregulated airline industry be profitable? Is air travel safe? While economic regulation provided a certain stability for both passengers and the industry, deregulation changed everything. A new fare structure emerged; travelers faced a variety of fares and travel restrictions; and the offerings changed frequently. In the last fifteen years, the airline industry's earnings have fluctuated wildly. New carriers entered the industry, but several declared bankruptcy, and Eastern, Pan Am, and Midway were liquidated. As financial pressures mounted, fears have arisen that air safety is being compromised by carriers who cut costs by skimping on maintenance and hiring inexperienced pilots. Deregulation itself became an issue with many critics calling for a return to some form of regulation. In this book, Steven A. Morrison and Clifford Winston assert that all too often public discussion of the issues of airline competition, profitability, and safety take place without a firm understanding of the facts. The policy recommendations that emerge frequently ignore the long-run evolution of the industry and its capacity to solve its own problems. This book provides a comprehensive profile of the industry as it has evolved, both before and since deregulation. The authors identify the problems the industry faces, assess their severity and their underlying causes, and indicate whether government policy can play an effective role in improving performance. They also develop a basis for understanding the industry's evolution and how the industry will eventually adapt to the unregulated economic environment. Morrison and Winston maintain that although the airline industry has not reached long-run equilibrium, its evolution is proceeding in a positive direction—one that will preserve and possibly enhance the benefits of deregulation to travelers and carriers. They conclude that the federal government's primary policy objective should be to expand the benefits from unregulated market forces to international travel. [Brookings Review article](#) also available

A new advanced textbook/reference providing a comprehensive survey of hardware and software architectural principles and methods of computer systems organization and design. The book is suitable for a first course in computer organization. The style is similar to that of the author's book on assembly language in that it strongly supports self-study by students. This organization facilitates compressed presentation of material. Emphasis is also placed on related concepts to practical designs/chips. Topics: material presentation suitable for self-study; concepts related to practical designs and implementations; extensive examples and figures; details provided on several digital logic simulation packages; free MASM download instructions provided; and end-of-chapter exercises.

Summary Entity Framework 4 in Action is an example-rich tutorial for .NET developers with full coverage of EF 4 features. The book begins with a review of the core ideas behind the ORM model and shows through detailed examples and larger case studies how Entity Framework offers a smooth transition from a traditional ADO.NET approach. About the Technology Entity Framework builds on the ADO.NET persistence model and the language features of LINQ to create a powerful persistence mechanism that bridges the gap between relational databases and object-oriented languages. About the Book Entity Framework 4 in Action is an example-rich tutorial that helps .NET developers learn and master the subject. It begins by explaining object/relational mapping and then shows how you can easily transition to EF from ADO.NET. Through numerous focused examples and two larger case studies, the book unfolds the EF story in a clear, easy-to-follow style.

Infrastructure and inner workings of EF are discussed when you need them to understand a particular feature. This book is written for .NET developers. Knowledge of ADO.NET is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Full coverage of EF 4 features Layer separation, Data Layer, and Domain Model Best practices Table of Contents PART 1 REDEFINING YOUR DATA-ACCESS STRATEGY Data access reloaded: Entity Framework Getting started with Entity Framework PART 2 GETTING STARTED WITH ENTITY FRAMEWORK Querying the object model: the basics Querying with LINQ to Entities Domain model mapping Understanding the entity lifecycle Persisting objects into the database Handling concurrency and transactions PART 3 MASTERING ENTITY FRAMEWORK An alternative way of querying: Entity SQL Working with stored procedures Working with functions and views Exploring EDM metadata Customizing code and the designer With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

Pattern-oriented software architecture is a new approach to software development. This book represents the progression and evolution of the pattern approach into a system of patterns capable of describing and documenting large-scale applications. A pattern system provides, on one level, a pool of proven solutions to many recurring design problems. On another it shows how to combine individual patterns into heterogeneous structures and as such it can be used to facilitate a constructive development of software systems. Uniquely, the patterns that are presented in this book span several levels of abstraction, from high-level architectural patterns and medium-level design patterns to low-level idioms. The intention of, and motivation for, this book is to support both novices and experts in software development. Novices will gain from the experience inherent in pattern descriptions and experts will hopefully make use of, add to, extend and modify patterns to tailor them to their own needs. None of the pattern descriptions are cast in stone and, just as they are borne from experience, it is expected that further use will feed in and refine individual patterns and produce an evolving system of patterns. Visit our Web Page

<http://www.wiley.com/compbooks/>

Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolsky makes user interface design easy for programmers to grasp. After reading *User Interface Design for Programmers*, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

"Designing Software Product Lines with UML is well-written, informative, and addresses a very important topic. It is a valuable contribution to the literature in this area, and offers practical guidance for software architects and engineers."

--Alan Brown Distinguished Engineer, Rational Software, IBM Software Group "Gomaa's process and UML extensions allow development teams to focus on feature-oriented development and provide a basis for improving the level of reuse across multiple software development efforts. This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent, reusable, and modular in nature." --Jeffrey S Hammond Group Marketing Manager, Rational Software, IBM Software Group "This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object-oriented techniques with the UML. Once again, Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers." --Robert G. Pettit IV, Ph.D. Adjunct Professor of Software Engineering, George Mason University "This breakthrough book provides a comprehensive step-by-step approach on how to develop software product lines, which is of great strategic benefit to industry. The development of software product lines enables significant reuse of software architectures. Practitioners will benefit from the well-defined PLUS process and rich case studies." --Hurley V. Blankenship II Program Manager, Justice and Public Safety, Science Applications International Corporation "The Product Line UML based Software engineering (PLUS) is leading edge. With the author's wide experience and deep knowledge, PLUS is well harmonized with architectural and design pattern technologies." --Michael Shin Assistant Professor, Texas Tech University Long a standard practice in traditional manufacturing, the concept of product lines is quickly earning recognition in the software industry. A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments. When skillfully implemented, a product line strategy can yield enormous gains in productivity, quality, and time-to-market. Studies indicate that if three or more systems with a degree of common functionality are to be developed, a product-line approach is significantly more cost-effective. To model and design families of systems, the analysis and design concepts for single product systems need to be extended to support product lines. Designing Software Product Lines with UML shows how to employ the latest version of the industry-standard Unified Modeling Language (UML 2.0) to reuse software requirements and architectures rather than starting the development of each new system from scratch. Through real-world case studies, the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines. This book describes a new UML-based software design method for product lines called PLUS (Product Line UML-based Software engineering). PLUS provides a set of concepts and techniques to extend UML-based design methods and processes for single systems in a new dimension to address software product lines. Using PLUS, the objective is to explicitly model the commonality and variability in a software product line. Hassan Gomaa explores how each of the UML

modeling views--use case, static, state machine, and interaction modeling--can be extended to address software product families. He also discusses how software architectural patterns can be used to develop a reusable component-based architecture for a product line and how to express this architecture as a UML platform-independent model that can then be mapped to a platform-specific model. Key topics include: Software product line engineering process, which extends the Unified Development Software Process to address software product lines Use case modeling, including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common, optional, and alternative product line features Static modeling, including modeling the boundary of the product line and information-intensive entity classes Dynamic modeling, including using interaction modeling to address use-case variability State machines for modeling state-dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component-based distributed design using the new UML 2.0 capability for modeling components, connectors, ports, and provided and required interfaces Detailed case studies giving a step-by-step solution to real-world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field. The information, technology, and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design, quality, and efficiency to the next level. An enhanced online index allows readers to quickly and easily search the entire text for specific topics.

Presents a user-centered approach to designing web sites that considers human factors during the development phase. The author discusses the importance of defining the audience and ensuring smooth navigation through the site, and explores concepts for enhancing consistency, coherence, placement of information, information coding, color, and text clarity. Color screenshots. Annotation copyrighted by Book News Inc., Portland, OR.

The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Provides information and advice on successfully planning and taking a trip around the world.

"The strongest overview I have encountered of the scope and the current state of research across all the fields involved

in advancing our understanding of tourism. For its range of topics, depth of analyses, and distinction of its contributors, nothing is comparable." - Professor Dean MacCannell, University of California, Davis "The breadth of vision and sweep of accounts is remarkable, and range of topics laudable... a rare combination of the authoritative, the challenging and stimulating." - Professor Mike Crang, Durham University

Tourism studies developed as a sub-branch of older disciplines in the social sciences, such as anthropology, sociology and economics, and newer applied fields of study in hospitality management, civil rights and transport studies. This Handbook is a sign of the maturity of the field. It provides an essential resource for teachers and students to determine the roots, key issues and agenda of tourism studies, exploring:

- The evolution and position of tourism studies
- The relationship of tourism to culture
- The ecology and economics of tourism
- Special events and destination management
- Methodologies of study
- Tourism and transport
- Tourism and heritage
- Tourism and postcolonialism
- Global tourist business operations

Ranging from local to global issues, and from questions of management to the ethical dilemmas of tourism, this is a comprehensive, critically informed, constructively organized overview of the field. It draws together an inter-disciplinary group of contributors who are among the most celebrated names in the field and will be quickly recognized as a landmark in the new and expanding field of tourism studies.

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