

# Learning C

## Learning

Learning is the process of acquiring new understanding, knowledge, behaviors, skills, values, attitudes, and preferences. The ability to learn is possessed...

## Machine learning

Machine learning (ML) is a field of study in artificial intelligence concerned with the development and study of statistical algorithms that can learn...

## Dev-C++

in C++ on Facebook. In his screenshot, he's using Microsoft Windows and Dev-C++ as his IDE. It is often recommended for beginners learning C or C++, and...

## Federated learning

Federated learning (also known as collaborative learning) is a machine learning technique in a setting where multiple entities (often called clients)...

## Reinforcement learning from human feedback

In machine learning, reinforcement learning from human feedback (RLHF) is a technique to align an intelligent agent with human preferences. It involves...

## Deep learning

In machine learning, deep learning focuses on utilizing multilayered neural networks to perform tasks such as classification, regression, and representation...

## C (programming language)

(2014). Programming and problem solving with C++ (6th ed.). Burlington, Massachusetts: Jones & Bartlett Learning. ISBN 978-1449694289. OCLC 894992484. "Development...

## Active learning (machine learning)

Active learning is a special case of machine learning in which a learning algorithm can interactively query a human user (or some other information source)...

## Reinforcement learning

Reinforcement learning is one of the three basic machine learning paradigms, alongside supervised learning and unsupervised learning. Reinforcement learning differs...

## Learning management system

programs, materials or learning and development programs. The learning management system concept emerged directly from e-Learning. Learning management systems...

## **Lifelong learning**

Lifelong learning is the "ongoing, voluntary, and self-motivated" pursuit of learning for either personal or professional reasons. Lifelong learning is important...

## **Experiential learning**

action learning, adventure learning, free-choice learning, cooperative learning, service-learning, and situated learning. Experiential learning is often...

## **Educational technology (redirect from E-learning)**

June 2024. Moore, J. L.; Dickson-Deane, C.; Galyen, K. (2011). "E-Learning, online learning, and distance learning environments: Are they the same?". The...

## **C-STEM Center**

The C-STEM Center has developed educational technology C-STEM Studio and RoboBlockly with computing in C/C++ for K-14 hands-on integrated learning. C-STEM...

## **Normalization (machine learning)**

In machine learning, normalization is a statistical technique with various applications. There are two main forms of normalization, namely data normalization...

## **Q-learning**

Q-learning is a reinforcement learning algorithm that trains an agent to assign values to its possible actions based on its current state, without requiring...

## **Active learning**

Active learning is "a method of learning in which students are actively or experientially involved in the learning process and where there are different...

## **Supervised learning**

In machine learning, supervised learning (SL) is a paradigm where a model is trained using input objects (e.g. a vector of predictor variables) and desired...

## **Ensemble learning**

In statistics and machine learning, ensemble methods use multiple learning algorithms to obtain better predictive performance than could be obtained from...

## **Rote learning**

alternatives to rote learning include meaningful learning, associative learning, spaced repetition and active learning. Rote learning is widely used in the...

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