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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