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)...

Deep learning

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

Imitation learning

Imitation learning is a paradigm in reinforcement learning, where an agent learns to perform a task by supervised learning from expert demonstrations....

C (programming language)

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

Reinforcement learning

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

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...

Learning management system

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

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)...

Torch (machine learning)

machine learning library, a scientific computing framework, and a scripting language based on Lua. It provides LuaJIT interfaces to deep learning algorithms...

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...

Ensemble learning

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

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...

List of programming languages for artificial intelligence

analysis, computational science, and machine learning. C# can be used to develop high level machine learning models using Microsoft's .NET suite. ML.NET...

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...

Experiential learning

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

Blended learning

Blended learning or hybrid learning, also known as technology-mediated instruction, web-enhanced instruction, or mixed-mode instruction, is an approach...

Learning disability

Learning disability, learning disorder, or learning difficulty (British English) is a condition in the brain that causes difficulties comprehending or...

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