

# Computer Fundamentals By Pk Sinha 6th Edition

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*Introduction to Parallel Computing* - Roman Trobec 2018-09-27

Advancements in microprocessor architecture, interconnection technology, and software development have fueled rapid growth in parallel and distributed computing. However, this development is only of practical benefit if it is accompanied by progress in the design, analysis and programming of parallel algorithms. This concise textbook provides, in one place, three mainstream parallelization approaches, Open MPP, MPI and OpenCL, for multicore computers, interconnected computers and graphical processing units. An overview of practical parallel computing and principles will enable the reader to design efficient parallel programs for solving various computational problems on state-of-the-art personal computers and computing clusters. Topics covered range from parallel algorithms, programming tools, OpenMP, MPI and OpenCL, followed by experimental measurements of parallel programs' run-times, and by engineering analysis of obtained results for improved parallel execution performances. Many examples and exercises support the exposition.

**Peter Norton's Introduction to Computers** - Peter Norton 1995

Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.': A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

**Fundamentals of Computers** - Rajaram J 1996

**Computer Science Illuminated** - Nell B. Dale 2013

Revised and updated with the latest information in the field, the Fifth Edition of best-selling Computer Science Illuminated continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher.

**Beginning jQuery** - Jack Franklin 2013-03-12

Beginning jQuery is your step-by-step guide to learning the jQuery library. jQuery is the most popular JavaScript library in the web developer's toolkit. Jack Franklin takes you from the basics of getting you started with jQuery, right through to extending jQuery by writing your own plug-ins. You'll discover best practices you can follow, how you can avoid common mistakes, and you'll learn about so many of the things that jQuery has to offer, including how you can: Use jQuery's powerful tools to dynamically update content on your site, including DOM manipulation. Extend jQuery's capabilities by writing your own plugins on top of the framework. Animate elements and build your own jQuery slider. Employ best practices and avoid

common errors made by beginners. JavaScript is a powerful language but every web developer must navigate the tricky issues around cross-browser inconsistencies. Beginning jQuery teaches you how to use jQuery to avoid spending your time fixing these browser bugs - letting you concentrate on what really matters to you. Throughout Beginning jQuery, you'll discover how expressive yet concise jQuery's code is and how much quicker and efficient you can develop with jQuery!

**Learn Python in 7 Days** - Mohit, 2017-05-25

Learn efficient Python coding within 7 days About This Book Make the best of Python features Learn the tinge of Python in 7 days Learn complex concepts using the most simple examples Who This Book Is For The book is aimed at aspiring developers and absolute novice who want to get started with the world of programming. We assume no knowledge of Python for this book. What You Will Learn Use if else statement with loops and how to break, skip the loop Get acquainted with python types and its operators Create modules and packages Learn slicing, indexing and string methods Explore advanced concepts like collections, class and objects Learn dictionary operation and methods Discover the scope and function of variables with arguments and return value In Detail Python is a great language to get started in the world of programming and application development. This book will help you to take your skills to the next level having a good knowledge of the fundamentals of Python. We begin with the absolute foundation, covering the basic syntax, type variables and operators. We'll then move on to concepts like statements, arrays, operators, string processing and I/O handling. You'll be able to learn how to operate tuples and understand the functions and methods of lists. We'll help you develop a deep understanding of list and tuples and learn python dictionary. As you progress through the book, you'll learn about function parameters and how to use control statements with the loop. You'll further learn how to create modules and packages, storing of data as well as handling errors. We later dive into advanced level concepts such as Python collections and how to use class, methods, objects in python. By the end of this book, you will be able to take your skills to the next level having a good knowledge of the fundamentals of Python. Style and approach Fast paced guide to get you up-to-speed with the language. Every chapter is followed by an exercise that focuses on building something with the language. The codes of the exercises can be found on the Packt website

**Introduction to IT Systems | AICTE Prescribed Textbook - English** - Prashant Joshi 2021-11-01 INTRODUCTION TO SYSTEMS" is a compulsory paper for the first year Diploma in Engineering & Technology. Syllabus of this book is strictly aligned as per model curriculum of AICTE, and academic content is amalgamated with the concept of outcome based education. Book covers five units- Internet Skills and Computer Basics, Operating Systems, HTML and CSS, open Office Tools. And information Security Best Practices. Each topic in units is written in each and lucid manner. Every unit contains a set of exercise at the end of each unit to test student's comprehension. Some salient features of the book: 1 Content of the book aligned with the mapping of Course Outcomes, Programs Outcomes and unit Outcomes. 1 Practical are included with each unit for better understanding of the theoretical concepts. 1 Book Provides interesting facts and various activities pertaining to topic. QR Codes are used for additional E-resources, use of ICT, online code editors, online quiz etc. 1 Student and teacher centric subject materials included in balanced and chronological manner. 1 Figures, tables, source code for web programming, numerous examples and applications are included to improve clarity of the topics. 1 Objective questions,

subjective questions and crossword exercise are given for practice of students after every chapter.

**INFORMATION TECHNOLOGY : THEORY AND PRACTICE** - SINHA, PRADEEP K. 2016-03-14

This book is based on the premise that knowledge of Information Technology (IT) is essential today for people in every walk of life and all types of profession. It is designed to impart a unified body of knowledge and practice in IT to its readers. Readers can apply this knowledge in innovative ways for various strategic advantages such as increasing productivity, improving quality of products and services, problem solving, decision making, and improving their own and others living standards. The textbook takes a practical approach to introduce the various components of IT to its readers. While doing so, it demonstrates how IT is being used in modern enterprises by various departments to carry out their activities with greater ease, speed, and accuracy than before. It also introduces several new business models and practices made possible due to IT that enterprises are now using for better profitability. In the process, the book provides to its readers a sound foundation of various components and aspects of IT. It also introduces to its readers several latest concepts and technologies in IT such as Wearable computers, Green computing, Cloud computing, Speech recognition and voice response systems, 4G and 5G networks, Big data analytics, Data science, Web 3.0, IPv6, 3D printing, Enterprise 2.0 organization, etc.

**Programming in C** - Kochan 2005-09

Programming in C, Third Edition is a revised edition of a classic programming title. Author Stephen Kochan's style and thorough explanations have earned him a place among the most respected of computer book authors. Although the C programming language hasn't undergone any major changes, it's enjoying new life among game programmers and small device programmers, where its simple elegance makes it the ideal choice for small fast programs. Large game developers, such as Nintendo, use C almost exclusively. This edition combines the time-tested instructional style of Stephen Kochan with updated and.

**The Journey of Advaita** - Priti Sinha 2019-06-25

About the Book The Journey of Advaita elucidates the richness, depth and profundity of Advaitic thought right from Vedas to Integral Advaitism of Sri Aurobindo and further how it is being incorporated in modern science. Advaita Philosophy is not a later development of thought as one of the six systems of Indian philosophy. Vedas are replete with suggestions about Unity. The earlier stage of naturalistic and anthropomorphic polytheism yielded to monistic belief. In the dictum, ekam sad viprā bahudhā vadanti we perceive an echo of Unity. Upaniṣadic seers picked up this Unity and tirelessly went in their search till they came to the highest conclusion, tat tvam asi. This concept of Unity gets its full bloom in Śaṅkara's Kevalādvaita; later on it gave inspiration to different rivulets of Vedānta schools. Śaṅkara's unqualified impersonal Brahman could not satisfy those who sought loving communion with God. Consequently different schools of Bhakti-Vedānta came into existence, namely, Viśiṣṭādvaita of Rāmānuja, Dvaita of Madhva, Dvaitādvaita of Nimbārka and Śuddhādvaita of Vallabha. For all of them the emphasis is on the liberation of individual soul only, which gave way to Sri Aurobindo's Integral Advaitism where the emphasis is not only on spiritualization of man but of the whole cosmos. The journey continues further with modern physics. Consciousness is the building block of the Universe and the ground of all beings, which can't be found in plural. About the Author Dr Priti Sinha retired as the Head, Department of Philosophy, Vasanta College, Banaras Hindu University after twenty-eight years of service. An alumnus of the university, she holds a doctorate and postgraduate degrees, both in Philosophy as well as Religion and Philosophy. She has been recognized for her work in several national and international seminars. An accomplished musician, Dr Sinha has the distinction of choreographing dance dramas, human puppetry and designing costumes for stage plays, especially historical dramas.

Database Systems: The Complete Book - Hector Garcia-Molina 2008

**How to Solve it by Computer** - Dromey 2008

Taxmann's Cyber Crimes & Laws | Choice Based Credit System (CBCS) | B.Com-Hons. | 4th Edition | January 2021 - Sushma Arora & Raman Arora 2021-01-20

This book is a comprehensive & authentic textbook on 'Cyber Crimes & Laws'. This book aims to fulfill the requirement of the following students • B.Com./B.Com. (Hons.) under CBCS Programme □ B.Com.:

Semester-III | Paper BC 3.4 (B) | Cyber Crimes and Laws □ B.Com. (Hons.): Semester-IV | Paper BCH 4.5(F) | Cyber Crimes and Laws • Non-Collegiate Women's Education Board • School of Open Learning of University of Delhi • Various Central Universities throughout India. The Present Publication is the 4th Edition, authored by Sushma Arora & Raman Arora, with the following noteworthy features: • The subject-matter is presented in a simple, systematic method along with comprehensive explanation of the concept and theories underlying basic financial accounting. • [Student-Oriented Book] This book has been developed, keeping in mind the following factors: □ Interaction of the author/teacher with his/her students in the class-room □ Shaped by the author/teachers experience of teaching the subject-matter at different levels □ [Specific Emphasis] Reaction and responses of students have been incorporated at different places in the book • [Comprehensive Coverage of the Laws] with interesting examples/case studies derived from landmark rulings • [Test Question, True/False Statements & Projects] are given at the end of each chapter to provide students a thorough practice in solving examination questions • Contents of this book is as follows: □ Unit I - Cyber Crimes • Cyber Crimes: Meaning, Categories and Kinds □ Unit II - Definitions under IT Act, 2000 and Contemporary Business Issues in Cyber Space □ Unit III - Electronic Records □ Unit IV - Regulatory Framework □ Unit V - Case Laws □ Past Examination Papers • B.Com. CBCS SEM-III (November 2016) • B.Com. (H) CBCS SEM-IV (May-June 2017) • B.Com. (H) CBCS SEM-IV (May-June 2018) • B.Com. CBCS SEM-III (November 2018) • BA (Prog.) SEM-III (November 2018) • B.Com. SEM-III (November 2019) • BA (Prog.) SEM-III (November 2019) • B.Com. CBCS SEM-III (December 2020)

Introduction to Visual Computing - Aditi Majumder 2018-01-31

Introduction to Visual Computing: Core Concepts in Computer Vision, Graphics, and Image Processing covers the fundamental concepts of visual computing. Whereas past books have treated these concepts within the context of specific fields such as computer graphics, computer vision or image processing, this book offers a unified view of these core concepts, thereby providing a unified treatment of computational and mathematical methods for creating, capturing, analyzing and manipulating visual data (e.g. 2D images, 3D models). Fundamentals covered in the book include convolution, Fourier transform, filters, geometric transformations, epipolar geometry, 3D reconstruction, color and the image synthesis pipeline. The book is organized in four parts. The first part provides an exposure to different kinds of visual data (e.g. 2D images, videos and 3D geometry) and the core mathematical techniques that are required for their processing (e.g. interpolation and linear regression.) The second part of the book on Image Based Visual Computing deals with several fundamental techniques to process 2D images (e.g. convolution, spectral analysis and feature detection) and corresponds to the low level retinal image processing that happens in the eye in the human visual system pathway. The next part of the book on Geometric Visual Computing deals with the fundamental techniques used to combine the geometric information from multiple eyes creating a 3D interpretation of the object and world around us (e.g. transformations, projective and epipolar geometry, and 3D reconstruction). This corresponds to the higher level processing that happens in the brain combining information from both the eyes thereby helping us to navigate through the 3D world around us. The last two parts of the book cover Radiometric Visual Computing and Visual Content Synthesis. These parts focus on the fundamental techniques for processing information arising from the interaction of light with objects around us, as well as the fundamentals of creating virtual computer generated worlds that mimic all the processing presented in the prior sections. The book is written for a 16 week long semester course and can be used for both undergraduate and graduate teaching, as well as a reference for professionals.

Computer Systems - Ata Elahi 2017-11-08

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer

Science, Information System and IT and follows the ACM/IEEE 2013 guidelines. • Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly • Covers basic number system and coding, basic knowledge in digital design, and components of a computer • Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

**Distributed Systems** - Andrew S. Tanenbaum 2016-02-26

This second edition of Distributed Systems, Principles & Paradigms, covers the principles, advanced concepts, and technologies of distributed systems in detail, including: communication, replication, fault tolerance, and security. Intended for use in a senior/graduate level distributed systems course or by professionals, this text systematically shows how distributed systems are designed and implemented in real systems.

**Distributed Computing** - Ajay D. Kshemkalyani 2011-03-03

Designing distributed computing systems is a complex process requiring a solid understanding of the design problems and the theoretical and practical aspects of their solutions. This comprehensive textbook covers the fundamental principles and models underlying the theory, algorithms and systems aspects of distributed computing. Broad and detailed coverage of the theory is balanced with practical systems-related issues such as mutual exclusion, deadlock detection, authentication, and failure recovery. Algorithms are carefully selected, lucidly presented, and described without complex proofs. Simple explanations and illustrations are used to elucidate the algorithms. Important emerging topics such as peer-to-peer networks and network security are also considered. With vital algorithms, numerous illustrations, examples and homework problems, this textbook is suitable for advanced undergraduate and graduate students of electrical and computer engineering and computer science. Practitioners in data networking and sensor networks will also find this a valuable resource. Additional resources are available online at [www.cambridge.org/9780521876346](http://www.cambridge.org/9780521876346).

*Computer Vision* - Richard Szeliski 2010-11-05

Humans perceive the three-dimensional structure of the world with apparent ease. However, despite all of the recent advances in computer vision research, the dream of having a computer interpret an image at the same level as a two-year old remains elusive. Why is computer vision such a challenging problem and what is the current state of the art? *Computer Vision: Algorithms and Applications* explores the variety of techniques commonly used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both for specialized applications such as medical imaging, and for fun, consumer-level tasks such as image editing and stitching, which students can apply to their own personal photos and videos. More than just a source of "recipes," this exceptionally authoritative and comprehensive textbook/reference also takes a scientific approach to basic vision problems, formulating physical models of the imaging process before inverting them to produce descriptions of a scene. These problems are also analyzed using statistical models and solved using rigorous engineering techniques. Topics and features: structured to support active curricula and project-oriented courses, with tips in the Introduction for using the book in a variety of customized courses; presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects; provides additional material and more detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, and Bayesian estimation theory; suggests additional reading at the end of each chapter, including the latest research in each sub-field, in addition to a full Bibliography at the end of the book; supplies supplementary course material for students at the associated website, <http://szeliski.org/Book/>. Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision.

**Guide to the Software Engineering Body of Knowledge (Swebok(r))** - IEEE Computer Society 2014

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It

should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

COMPUTER FUNDAMENTALS (SEMESTER - 1). - P. K. SINGH 2015

Composite Mathematics Book-6 - S. K. Gupta & Anubhuti Gangal

This is a supplement book with main course book. the book is full of Maths activities for classes I to V. Efforts have been made to present questions in all possible forms.

**Microsoft Office 2003** - Jennifer Ackerman Kettell 2003

Master all the new features in Office 2003 such as file security, XML integration, working with the Tablet PC, OneNote, InfoPath, and many more. This comprehensive resource provides extensive coverage of Word, Outlook, Excel, PowerPoint, Publisher, and FrontPage and explains how to fully integrate all the programs to work together seamlessly.

**C Programming Language** - Brian W. Kernighan 2017-07-13

C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business. *Computer Fundamentals* - Pradeep K. Sinha 2004-11-01

**Fundamentals of Computer Programming with C#** - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13:

978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

**Mechanical Vibrations** - Singiresu S. Rao 2016-01-01

Mechanical Vibrations, 6/e is ideal for undergraduate courses in Vibration Engineering. Retaining the style of its previous editions, this text presents the theory, computational aspects, and applications of vibrations in as simple a manner as possible. With an emphasis on computer techniques of analysis, it gives expanded explanations of the fundamentals, focusing on physical significance and interpretation that build upon students' previous experience. Each self-contained topic fully explains all concepts and presents the derivations with complete details. Numerous examples and problems illustrate principles and concepts.

**DISTRIBUTED OPERATING SYSTEMS** - PRADEEP K. SINHA 1998-01-01

The highly praised book in communications networking from IEEE Press, now available in the Eastern Economy Edition. This is a non-mathematical introduction to Distributed Operating Systems explaining the fundamental concepts and design principles of this emerging technology. As a textbook for students and as a self-study text for systems managers and software engineers, this book provides a concise and an informal introduction to the subject.

**Unix and C Programming** - Ashok Arora 2005

**Fundamentals of Mobile and Pervasive Computing** - Frank Adelstein 2005-01-20

The authoritative, general reference that has been sorely missing in the field of mobile computing This book teaches all the main topics via the hottest applications in a rapidlygrowing field. "Big picture" explanations of ad hoc networks and service discovery Exercises, projects, and solutions to illustrate core concepts Extensive wireless security methodologies

**Learning Java** - Patrick Niemeyer 2002

A tutorial introducing Java basics covers programming principles, integrating applets with Web applications, and using threads, arrays, and sockets.

**Fundamentals of Multimedia** - Ze-Nian Li 2014-04-09

This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

**Handbook of Computer Science & IT** - Arihant Experts 2018-04-20

Scope of science and technology is expanding at an exponential rate and so is the need of skilled professionals i.e., Engineers. To stand out of the crowd amidst rising competition, many of the engineering graduates aim to crack GATE, IES and PSUs and pursue various post graduate Programmes. Handbook series as its name suggests is a set of Best-selling Multi-Purpose Quick Revision resource books, those are devised with anytime, anywhere approach. It's a compact, portable revision aid like none other. It contains almost all useful Formulae, equations, Terms, definitions and many more important aspects of these subjects. Computer Science & IT Handbook has been designed for aspirants of GATE, IES, PSUs and Other Competitive Exams. Each topic is summarized in the form of key points and notes for everyday work, problem solving or exam revision, in a unique format that displays concepts clearly. The book also displays formulae and circuit diagrams clearly, places them in context and crisply identities and describes all the variables involved Theory of Computation, Data Structure with Programming in C, Design and Analysis of Algorithm, Database Management Systems, Operation System, Computer Network, Compiler Design, Software Engineering and Information System, Web Technology, Switching Theory and Computer Architecture

**Computer Fundamentals** - Anita Goel 2010-09

Computer Fundamentals is specifically designed to be used at the beginner level. It covers all the basic hardware and software concepts in computers and its peripherals in a very lucid manner.

**INTRODUCTION TO INFORMATION TECHNOLOGY** - RAJARAMAN, V. 2018-01-01

his textbook is designed to teach a first course in Information Technology (IT) to all undergraduate students. In view of the all-pervasive nature of IT in today's world a decision has been taken by many universities to introduce IT as a compulsory core course to all Bachelor's degree students regardless of their specialisation. This book is intended for such a course. The approach taken in this book is to emphasize the fundamental "Science" of Information Technology rather than a cook book of skills. Skills can be learnt easily by practice with a computer and by using instructions given in simple web lessons that have been cited in the References. The book defines Information Technology as the technology that is used to acquire, store, organize, process and disseminate processed data, namely, information. The unique aspect of the book is to examine processing all types of data: numbers, text, images, audio and video data. As IT is a rapidly changing field, we have taken the approach to emphasize reasonably stable, fundamental concepts on which the technology is built. A unique feature of the book is the discussion of topics such as image, audio and video compression technologies from first principles. We have also described the latest technologies such as 'e-wallets' and 'cloud computing'. The book is suitable for all Bachelor's degree students in Science, Arts, Computer Applications, and Commerce. It is also useful for general reading to learn about IT and its latest trends. Those who are curious to know, the principles used to design jpg, mp3 and mpeg4 compression, the image formats—bmp, tiff, gif, png, and jpg, search engines, payment systems such as BHIM and Paytm, and cloud computing, to mention a few of the technologies discussed, will find this book useful. KEY FEATURES • Provides comprehensive coverage of all basic concepts of IT from first principles • Explains acquisition, compression, storage, organization, processing and dis-semination of multimedia data • Simple explanation of mp3, jpg, and mpeg4 compression • Explains how computer networks and the Internet work and their applications • Covers business data processing, World Wide Web, e-commerce, and IT laws • Discusses social impacts of IT and career opportunities in IT and IT enabled services • Designed for self-study with every chapter starting with learning objectives and concluding with a comprehensive summary and a large number of exercises.

**Introduction to Computers** - Gary B. Shelly 2010-06-18

Get ready to learn about today's digital world with Essential Introduction to Computers. This concise text provides a visually-engaging introduction to the most current information on computers and technology. Students will gain an understanding of the essential computer concepts they need to know to help them be successful in today's computing world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Computer Fundamentals** - Mohammad Asif Jan 2018-10-13

Information and communication Technology (ICT) is the most spectacular revolution of the present times. It is affected every segment of human life. Basic topics of ICT taught to various branches of studies in the

Educational Institutions. In this book, every effort has been made to cater the needs of the students and also a general reader.

**Foundations of Computing** - Pradeep K. Sinhs 2002-11-01

This Thoughtfully Organized Book Has Been Designed To Provide Its Readers With A Sound Foundation Of Computers And Information Technology. The Number Of Chapters, Chapter Topics, And The Contents Of Each Chapter Have Been Carefully Chosen To Introduce The Readers To All Important Concepts Through A Single Book. Each Chapter Addresses The Fundamental Concepts, Popular Technologies, And Current State-Of-The-Art Topics. Complete With Numerous Illustrations And Examples, Chapter Summaries, End-Of-Chapter Questions, And A Glossary Of Important Terms, Foundations Of Computing Is Designed To Serve As An Ideal Textbook For Various Courses Offered In Computer Science, Information Technology, And Other Related Areas. You Will Find Sufficient Coverage Of All Major Topics In The Field, Including Several New And Advanced Topics, Such As:Software Engineering,Object-Oriented Programming,Network, Distributed, And Real-Time Operating Systems,Unix, Windows, And Linux Operating Systems,Relational,

Object-Oriented, And Multimedia Databases,Data Warehousing And Data Mining,Information Security In Computer Systems,Multimedia Computing Systems And Applications,Wireless Networks,The Internet,And Many More&..

**Differential and Integral Calculus** - Richard Courant 2011-08-15

The classic introduction to the fundamentals of calculus Richard Courant's classic text Differential and Integral Calculus is an essential text for those preparing for a career in physics or applied math. Volume 1 introduces the foundational concepts of "function" and "limit", and offers detailed explanations that illustrate the "why" as well as the "how". Comprehensive coverage of the basics of integrals and differentials includes their applications as well as clearly-defined techniques and essential theorems. Multiple appendices provide supplementary explanation and author notes, as well as solutions and hints for all in-text problems.

COURSE ON COMPUTER CONCEPTS MADE SIMPLE. - SATISH JAIN. M. GEETHA 2019

*Operating Systems* - Dhananjay M. Dhamdhare 2012