

## Book P K Sinha Computer Fundamentals 4th Edition

Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used for a one-semester course to build solid foundations in Java, Fundamentals of Java Programming eschews second-semester content to concentrate on over 180 code examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides. This two-volume set (CCIS 1045 and CCIS 1046) constitutes the refereed proceedings of the Third International Conference on Advances in Computing and Data Sciences, ICACDS 2019, held in Ghaziabad, India, in April 2019. The 112 full papers were carefully reviewed and selected from 621 submissions. The papers are centered around topics like advanced computing, data sciences, distributed systems organizing principles, development frameworks and environments, software verification and validation, computational complexity and cryptography, machine learning theory, database theory, probabilistic representations.

Proceedings -- Parallel Computing.

Peter Norton's Computing Fundamentals 5th Edition is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an. Overview of computers, input methods and output devices, . processing data, storage devices, operating systems, software, . networking, Internet resources, and graphics. .

Computer Fundamentals

UPDATING HINDU MYTHOLOGICALS

Standards, Coding Systems, Frameworks, and Infrastructures

Architecture and Organization

CONCEPTS AND DESIGN

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

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.

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. 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 Suddhādvaita 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 alumna 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.

Advances in Computing and Data Sciences

Foundations of Computing

Transputer Applications and Systems '93

INTRODUCTION TO INFORMATION TECHNOLOGY

Fundamentals of Computers

Discover How Electronic Health Records Are Built to Drive the Next Generation of Healthcare Delivery The increased role of IT in the healthcare sector has led to the coining of a new phrase "health informatics," which deals with the use of IT for better healthcare services. Health informatics applications often involve maintaining the health records of individuals, in digital form, which is referred to as an Electronic Health Record (EHR). Building and implementing an EHR infrastructure requires an understanding of healthcare standards, coding systems, and frameworks. This book provides an overview of different health informatics resources and artifacts that underlie the design and development of interoperable healthcare systems and applications. Electronic Health Record: Standards, Coding Systems, Frameworks, and Infrastructures compiles, for the first time, study and analysis results that EHR professionals previously had to gather from multiple sources. It benefits readers by giving them an understanding of what roles a particular healthcare standard, code, or framework plays in EHR design and overall IT-enabled healthcare services along with the issues involved. This book on Electronic Health Record: Offers the most comprehensive coverage of available EHR Standards including ISO, European Union Standards, and national initiatives by Sweden, the Netherlands, Canada, Australia, and many others Provides assessment of existing standards Includes a glossary of frequently used terms in the area of EHR Contains numerous diagrams and illustrations to facilitate comprehension Discusses security and reliability of data

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.

The sixth edition of the highly acclaimed "Fundamentals of Computers" lucidly presents how a computer system functions. Both hardware and software aspects of computers are covered. The book begins with how numeric and character data are represented in a computer, how various input and output units function, how different types of memory units are organized, and how data is processed by the processor. The interconnection and communication between the I/O units, the memory, and the processor is explained clearly and concisely. Software concepts such as programming languages, operating systems, and communication protocols are discussed. With growing use of wireless to access computer networks, cellular wireless communication systems, WiFi (Wireless high fidelity), and WiMAX have become important. Thus it has now become part of "fundamental knowledge" of computers and has been included. Besides this, use of computers in multimedia processing has become commonplace and hence is discussed. With the increase in speed of networks and consequently the Internet, new computing environments such as peer to peer, grid, and cloud computing have emerged and will change the future of computing. Hence a new chapter on this topic has been included in this edition. This book is an ideal text for undergraduate and postgraduate students of Computer Applications (BCA and MCA), undergraduate students of engineering and computer science who study fundamentals of computers as a core course, and students of management who should all know the basics of computer hardware and software. It is ideally suited for working professionals who want to update their knowledge of fundamentals of computers. Key features • Fully updated retaining the style and all contents of the fifth edition. • In-depth discussion of both wired and wireless computer networks. • Extensive discussion of analog and digital communications. • Advanced topics such as multiprogramming, virtual memory, DMA, RISC, DSP, RFID, Smart Cards, WiGig, GSM, CDMA, novel I/O devices, and multimedia compression (MP3, MPEG) are described from first principles. • A new chapter on Emerging Computing Environments, namely, peer to peer, grid, and cloud computing, has been added for the first time in an entry level book. • Each chapter begins with learning goals and ends with a summary to aid self-study. • Includes an updated glossary of over 340 technical terms used in the book.

The book dwells mainly on the optimality aspects of mixture designs. As mixture models are a special case of regression models, a general discussion on regression designs has been presented, which includes topics like continuous designs, de la Garza phenomenon, Loewner order domination, Equivalence theorems for different optimality criteria and standard optimality results for single variable polynomial regression and multivariate linear and quadratic regression models. This is followed by a review of the available literature on estimation of parameters in mixture models. Based on recent research findings, the volume also introduces optimal mixture designs for estimation of optimum mixing proportions in different mixture models, which include Scheffé's quadratic model, Darroch-Waller model, log-contrast model, mixture-amount models, random coefficient models and multi-response model. Robust mixture designs and mixture designs in blocks have been also reviewed. Moreover, some applications of mixture designs in areas like agriculture, pharmaceuticals and food and beverages have been presented. Familiarity with the basic concepts of design and analysis of experiments, along with the concept of optimality criteria are desirable prerequisites for a clear understanding of the book. It is likely to be helpful to both theoreticians and practitioners working in the area of mixture experiments.

Computer Vision

Guide to Computer Network Security

The Complete Book

Electronic Health Record

Third International Conference, ICACDS 2019, Ghaziabad, India, April 12–13, 2019, Revised Selected Papers, Part II

Pratiyogita Darpan (monthly magazine) is India's largest read General Knowledge and Current Affairs Magazine. Pratiyogita Darpan (English monthly magazine) is known for quality content on General Knowledge and Current Affairs. Topics ranging from national and international news/ issues, personality development, interviews of examination toppers, articles/ write-up on topics like career, economy, history, public administration, geography, polity, social, environment, scientific, legal etc. solved papers of various examinations, Essay and debate contest, Quiz and knowledge testing features are covered every month in this magazine.

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.

This textbook is aimed at computer science undergraduates late in sophomore or early in junior year, supplying a comprehensive background in qualitative and quantitative data analysis, probability, random variables, and statistical methods, including machine learning. With careful treatment of topics that fill the curricular needs for the course, Probability and Statistics for Computer Science features: • A treatment of random variables and expectations dealing primarily with the discrete case. • A practical treatment of simulation, showing how many interesting probabilities and expectations can be extracted, with particular emphasis on Markov chains. • A clear but crisp account of simple point inference strategies (maximum likelihood; Bayesian inference) in simple contexts. This is extended to cover some confidence intervals, samples and populations for random sampling with replacement, and the simplest hypothesis testing. • A chapter dealing with classification, explaining why it's useful; how to train SVM classifiers with stochastic gradient descent; and how to use implementations of more advanced methods such as random forests and nearest neighbors. • A chapter dealing with regression, explaining how to set up, use and understand linear regression and nearest neighbors regression in practical problems. • A chapter dealing with principal components analysis, developing intuition carefully, and including numerous practical examples. There is a brief description of multivariate scaling via principal coordinate analysis. • A chapter dealing with clustering via agglomerative methods and k-means, showing how to build vector quantized features for complex signals. Illustrated throughout, each main chapter includes many worked examples and other pedagogical elements such as boxed Procedures, Definitions, Useful Facts, and Remember This (short tips). Problems and Programming Exercises are at the end of each chapter, with a summary of what the reader should know. Instructor resources include a full set of model solutions for all problems, and an Instructor's Manual with accompanying presentation slides.

Discusses the basic components of computers; how increasingly miniature parts have led to products, applications, and networks that solve problems; the issues that increased connectivity has produced; and some of the emerging technologies in the field.

Probability and Statistics for Computer Science

The C Programming Language

COURSE ON COMPUTER CONCEPTS MADE SIMPLE.

Peter Norton's Computing Fundamentals

Handbook of Computer Science & IT

This timely textbook presents a comprehensive guide to the core topics in cybersecurity, covering issues of security that extend beyond traditional computer networks to the ubiquitous mobile communications and online social networks that have become part of our daily lives. In the context of our growing dependence on an ever-changing digital ecosystem, this book stresses the importance of security awareness, whether in our homes, our businesses, or our public spaces. This fully updated new edition features new material on the security issues raised by blockchain technology, and its use in logistics, digital ledgers, payments systems, and digital contracts. Topics and features: Explores the full range of security risks and vulnerabilities in all connected digital systems Inspires debate over future developments and improvements necessary to enhance the security of personal, public, and private enterprise systems Raises thought-provoking questions regarding legislative, legal, social, technical, and ethical challenges, such as the tension between privacy and security Describes the fundamentals of traditional computer network security, and common threats to security Reviews the current landscape of tools, algorithms, and professional best practices in use to maintain security of digital systems Discusses the security issues introduced by the latest generation of network technologies, including mobile systems, cloud computing, and blockchain Presents exercises of varying levels of difficulty at the end of each chapter, and concludes with a diverse selection of practical projects Offers supplementary material for students and instructors at an associated website, including slides, additional projects, and syllabus suggestions This important textbook/reference is an invaluable resource for students of computer science, engineering, and information management, as well as for practitioners working in data- and information-intensive industries.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Database Systems: The Complete Book is ideal for Database Systems and Database Design and Application courses offered at the junior, senior and graduate levels in Computer Science departments. A basic understanding of algebraic expressions and laws, logic, basic data structure, OOP concepts, and programming environments is implied. Written by well-known computer scientists, this introduction to database systems offers a comprehensive approach, focusing on database design, database use, and implementation of database applications and database management systems. The first half of the book provides in-depth coverage of databases from the point of view of the database designer, user, and application programmer. It covers the latest database standards SQL:1999, SQL/PSM, SQL/CLI, JDBC, ODL, and XML, with broader coverage of SQL than most other texts. The second half of the book provides in-depth coverage of databases from the point of view of the DBMS implementor. It focuses on storage structures, query processing, and transaction management. The book covers the main techniques in these areas with broader coverage of query optimization than most other texts, along with advanced topics including multidimensional and bitmap indexes, distributed transactions, and information integration techniques.

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.

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.

Peter Norton's Introduction to Computers

From Algorithms to Programming on State-of-the-Art Platforms

Kotlin In-Depth [Vol-I]

Proceedings of the 1993 World Transputer Congress, 20-22 September 1993, Aachen, Germany

The Computer: A Very Short Introduction

The story written in the Ramayana seems to be very simple and straightforward, but it hides many secrets in its bosom. For the layman it is a story of good versus evil with evil getting a beating and good, being victorious, getting a rousing welcome. But there are many details that, if read carefully, reveal many secrets that have been hidden from the general society. The present author has tried to reveal those secrets but because of lack of space has limited himself to the revelation of just a few of those secrets. After a proper study, it seems that Ravana was not as bad as has been made out to be. It seems he had many grand ideas, but because the war was lost, the ideas also died. One of them, not mentioned in the book because of the lack of full details is that he had a medical system similar to the Red Cross that we have today. Similarly, there are many other details of Ravana that have been described. It turns out that Ravana was not that bad a person nor was it that Rama that did not have any fault in him. Ramayana emphasises that the victor is always a good and revered person and the loser is cursed by society.

The twenty-first century has seen a breathtaking expansion of statistical methodology, both in scope and in influence. 'Big data', 'data science', and 'machine learning' have become familiar terms in the news, as statistical methods are brought to bear upon the enormous data sets of modern science and commerce. How did we get here? And where are we going? This book takes us on an exhilarating journey through the revolution in data analysis following the introduction of electronic computation in the 1950s. Beginning with

classical inferential theories - Bayesian, frequentist, Fisherian - individual chapters take up a series of influential topics: survival analysis, logistic regression, empirical Bayes, the jackknife and bootstrap, random forests, neural networks, Markov chain Monte Carlo, inference after model selection, and dozens more. The distinctly modern approach integrates methodology and algorithms with statistical inference. The book ends with speculation on the future direction of statistics and data science.

Master the concise and expressive power of a pragmatic, multi-paradigm language for JVM, Android and beyondKey Featuresa- Language fundamentalsa- Object-oriented and functional programming with Kotlina- Kotlin standard librarya- Building domain-specific languagesa- Using Kotlin for Web developmenta- Kotlin for Android platforma- Coroutine-based concurrencyDescriptionThe purpose of this book is to guide a reader through the capabilities of Kotlin language and give examples of how to use it for the development of various applications, be it desktop, mobile or Web. Although our primary focus is on JVM and Android, the knowledge we're sharing here, to various extents, applies to other Kotlin-supported platforms such as JavaScript, native and even multi-platform applications.The book starts with an introduction to the language and its ecosystem, which will give you an understanding of the key ideas behind the Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters, we get to know the multi-paradigm nature of Kotlin which allows us to create powerful abstractions by combining various aspects of functional and object-oriented programming. We'll talk about using common Kotlin APIs, such as the standard library, reflection, and coroutine-based concurrency as well as the means for creating your own flexible APIs based on domain-specific languages. In the concluding chapters, we give examples of using Kotlin for more specialized tasks, such as testing, building Android applications, Web development and creating microservices.What will you learnBy the end of the book you'll obtain a thorough knowledge of all the basic aspects of Kotlin programming. You'll be able to create a flexible and reusable code by taking advantage of object-oriented and functional features, use Kotlin standard library, compose your own domain-specific languages, write asynchronous code using Kotlin coroutines library as well. You'll also have a basic understanding of using Kotlin for writing test code, web applications and Android development. This knowledge will also give you a solid foundation for deeper learning of related development platforms, tools, and frameworks.Who this book is forThe book is primarily aimed at developers who are familiar with Java and JVM and are willing to get a firm understanding of Kotlin while having little to no experience in that language. Discussion of various language features will be accompanied, if deemed necessary, by comparisons with their Java's analogs, which should simplify the Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior knowledge of Java. In general, experience in object-oriented or functional paradigm is a plus, but not required.Table of Contents1. Kotlin: Powerful and Pragmatic2. Language Fundamentals3. Defining Functions4. Working with Classes and Objects5. Leveraging Advanced Functions and Functional Programming6. Using Special-Case Classes7. Understanding Class Hierarchies8. Exploring Collections and I/O9. Generics10. Annotations and Reflection11. Domain-Specific Languages12. Java Interoperability13. Concurrency14. Testing with Kotlin15. Android Applications16. Web Development with Ktor17. Building MicroserviceAbout the AuthorAleksei Sedunov has been working as a Java developer since 2008. Since joining JetBrains in 2012, he's been actively participating in the Kotlin language development, focusing on IDE tooling for the IntelliJ platform. Currently, he's working in a DataGrip team, a JetBrains Database IDE, while carrying on with Kotlin as a main development tool.His LinkedIn Profile: <https://www.linkedin.com/in/alexey-sedunov-8554a530/>

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) • BA (Prog.) SEM-III (November 2019) • BA (Prog.) SEM-III (November 2019) • B.Com. CBCS SEM-III (December 2020)

ULTA RAMAYAN (THE RAMA - RAVANA SAGA)

Computer Fundamentals and Problem Solving

Unix and C Programming

Computer Age Statistical Inference

The Journey of Advaita

*Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface*

*Fundamentals of Computers has been specifically designed for anybody and everybody who wants to be familiar with basic concepts of computers. It is an ideal text for self-learning basic computer concepts (such as organization, architecture, input and output devices, primary and secondary memory) as well as advanced topics (such as operating systems, computer networks, and databases). The book also provides step-by-step tutorials to learn different MS Office applications such as Word, PowerPoint, and Excel. The book can be useful for a broad spectrum of students, varying from non-computers background students enrolled in elementary courses on Information Technology and Computer Sciences to students enrolled in professional courses such as BCA and MCA.*

*Computer Fundamentals and Programming in C is designed to serve as a textbook for the undergraduate students of engineering, computer science, computer applications, and information technology. The book seeks to provide a thorough overview of all the fundamental concepts related to computer science and programming. It lays down the foundation for all the advanced courses that a student is expected to learn in the following semesters.*

*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*

COMPUTER FUNDAMENTALS (SEMESTER - 1).

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

Image Acquisition and Preprocessing for Machine Vision Systems

Computer Fundamentals & Programming in C

Learn Python in 7 Days

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.

This book provides a combination of the operational details of imaging hardware and analytical theories of low-level image processing functions. By a blend of optics, stage lighting, and framegrabber descriptions, and detailed theories of CCD and CMOS image sensors, image formation, and camera calibration, the image acquisition part of the book provides a comprehensive reference text for image acquisition. The pre-processing part brings together a wide range of enhancement and filtering kernels and imaging functions through well-structured analytical bases. With unified coverage of image acquisition modules and pre-processing functions, this book bridges the gaps between hardware and software on one hand and theory and applications on the other. With its detailed coverage of imaging hardware and derivations of pre-processing kernels, it is a useful design reference for students, researchers, application and product engineers, and systems integrators.

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

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&..

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