

1st Sem Cs Papers Rgpv

Technical Communication
FUNDAMENTAL OF SOFT COMPUTING
Discrete Mathematics
Principles of Data Science
Introduction to Computer Theory
A Textbook of Engineering Mathematics (PTU, Jalandhar) Sem-II
An Integrated Approach to Software Engineering
Data Structures and Program Design in C
Library and Information Services for Bioinformatics
Education and Research
Improving E-Commerce Web Applications Through Business Intelligence Techniques
The Human Element of Big Data
Basic Civil Engineering
Introduction to Machine Learning
The Data Science Handbook
Understanding the Linux Kernel
Energy, Environment, Ecology and Society
Bharatiya Samaj
Machine Learning
Cyber Defense Mechanisms
Algorithm Design
PRINCIPLES OF SOFT COMPUTING (With CD)
Advanced Computer Architecture
COMPUTER ORGANIZATION AND ARCHITECTURE
Theory of Computer Science
Heat & Mass Transfer 2E
Principles of Multimedia
BASIC COMPUTER ENGINEERING
Being Love
Let Us C Solutions - 17th Edition
PRINCIPLES OF FIRE SAFETY ENGINEERING
Computer Networks
Basic Electrical And Electronics Engineering
FUNDAMENTALS OF COMPUTER GRAPHICS AND MULTIMEDIA
Mastering Cloud Computing
Compiler Design
Introduction to Database Management Systems:
Programming Languages: Principles and Practices
Basic Civil Engineering
Information Technology & MIS
PARALLEL COMPUTERS ARCHITECTURE AND PROGRAMMING

Technical Communication

FUNDAMENTAL OF SOFT COMPUTING

The proposed book talks about the participation of human in Big Data. How human as a component of system can help in making the decision process easier and vibrant. It studies the basic build structure for big data and also includes advanced research topics. In the field of Biological sciences, it comprises genomic and proteomic data also. The book swaps traditional data management techniques with more robust and vibrant methodologies that focus on current requirement and demand through human computer interfacing in order to cope up with present business demand. Overall, the book is divided in to five parts where each part contains 4-5 chapters on versatile domain with human side of Big Data.

Discrete Mathematics

Fire Safety is the science of fire and the means of protection against it. Being multidisciplinary in nature, the subject is closely related to chemical engineering, building services, electrical, electronics, structural and civil engineering and industrial engineering. There is a dearth of books on this subject, and therefore, the author aims to provide readers with a lucidly written, comprehensive text explaining the fundamentals of the fire process and means of protection. Comprising twelve chapters, this well-illustrated book with data tables begins with the introduction of the subject and then proceeds to explain fire process, its chemistry, heat and temperature in fire, hydraulics, active and passive fire protection systems, risk management and insurance, and finally investigations and

reconstructions of fire incidents. The book appends useful information on fire safety including cases to explain the causes of fire, Indian Standards on fire safety, explosion and properties of some flammable materials. NEW TO THE SECOND EDITION • A chapter on Modelling for Fire Safety • Updated data tables and text wherever necessary TARGET AUDIENCE B.Tech. (Safety and Fire Engineering) B.Tech. (Chemical Engineering)

Principles of Data Science

Introduction to Computer Theory

A Textbook of Engineering Mathematics (PTU, Jalandhar) Sem-II

An Integrated Approach to Software Engineering

To thoroughly understand what makes Linux tick and why it's so efficient, you need to delve deep into the heart of the operating system--into the Linux kernel itself. The kernel is Linux--in the case of the Linux operating system, it's the only bit of software to which the term "Linux" applies. The kernel handles all the requests or completed I/O operations and determines which programs will share its processing time, and in what order. Responsible for the sophisticated memory management of the whole system, the Linux kernel is the force behind the legendary Linux efficiency. The new edition of Understanding the Linux Kernel takes you on a guided tour through the most significant data structures, many algorithms, and programming tricks used in the kernel. Probing beyond the superficial features, the authors offer valuable insights to people who want to know how things really work inside their machine. Relevant segments of code are dissected and discussed line by line. The book covers more than just the functioning of the code, it explains the theoretical underpinnings for why Linux does things the way it does. The new edition of the book has been updated to cover version 2.4 of the kernel, which is quite different from version 2.2: the virtual memory system is entirely new, support for multiprocessor systems is improved, and whole new classes of hardware devices have been added. The authors explore each new feature in detail. Other topics in the book include: Memory management including file buffering, process swapping, and Direct memory Access (DMA) The Virtual Filesystem and the Second Extended Filesystem Process creation and scheduling Signals, interrupts, and the essential interfaces to device drivers Timing Synchronization in the kernel Interprocess Communication (IPC) Program execution Understanding the Linux Kernel, Second Edition will acquaint you with all the inner workings of Linux, but is more than just an academic exercise. You'll learn what conditions bring out Linux's best performance, and you'll see how it meets the challenge of providing good system response during process scheduling, file access, and memory management in a wide variety of environments. If knowledge is power, then this book will help you make the most of your Linux system.

Data Structures and Program Design in C

This text strikes a good balance between rigor and an intuitive approach to computer theory. Covers all the topics needed by computer scientists with a sometimes humorous approach that reviewers found refreshing. The goal of the book is to provide a firm understanding of the principles and the big picture of where computer theory fits into the field.

Library and Information Services for Bioinformatics Education and Research

It is clear that the development of large software systems is an extremely complex activity, which is full of various opportunities to introduce errors. Software engineering is the discipline that provides methods to handle this complexity and enables us to produce reliable software systems with maximum productivity. An Integrated Approach to Software Engineering is different from other approaches because the various topics are not covered in isolation. A running case study is employed throughout the book, illustrating the different activity of software development on a single project. This work is important and instructive because it not only teaches the principles of software engineering, but also applies them to a software development project such that all aspects of development can be clearly seen on a project.

Improving E-Commerce Web Applications Through Business Intelligence Techniques

Michael Goodrich and Roberto Tamassia, authors of the successful, Data Structures and Algorithms in Java, 2/e, have written Algorithm Engineering, a text designed to provide a comprehensive introduction to the design, implementation and analysis of computer algorithms and data structures from a modern perspective. This book offers theoretical analysis techniques as well as algorithmic design patterns and experimental methods for the engineering of algorithms. Market: Computer Scientists; Programmers.

The Human Element of Big Data

OSI, TCP/IP and other networks models, Examples of networks : Novell networks, Arpanet, Internet, Network topologies WAN, LAN, MAN. Physical Layer Transmission media copper, Twisted pair wireless, Switching and encoding asynchronous communications; Narrow band, Broad band ISDN and ATM. Data Link Layer Design issues, framing, error detection and correction, CRC, Elementary protocol-stop and wait Sliding window, Slip, Data link layer in HDLC, Internet, ATM. Medium Access Sublayer ALOHA, MAC addresses, Carrier sense multiple access. IEEE 802.X Standard ethernet, Wireless LANs, Bridges. Network Layer Virtual circuit and datagram subnets - Routing algorithm shortest path routing, Flooding, Hierarchical routing, Broadcast, Multicast, Distance vector routing. Dynamic routing - Broadcast routing, Rotary for mobility. Congestion, Control algorithms - General principles of congestion prevention policies. Internet working. The network layer in the Internet and in the ATM networks. Transport Layer Transport services, Connection

management, TCP and UDP protocols; ATM AAL layer protocol. Application Layer Network security, Domain name system, SNMP, Electronic mail; the World WEB, Multimedia.

Basic Civil Engineering

As the Internet becomes increasingly interconnected with modern society, the transition to online business has developed into a prevalent form of commerce. While there exist various advantages and disadvantages to online business, it plays a major role in contemporary business methods. Improving E-Commerce Web Applications Through Business Intelligence Techniques provides emerging research on the core areas of e-commerce web applications. While highlighting the use of data mining, search engine optimization, and online marketing to advance online business, readers will learn how the role of online commerce is becoming more prevalent in modern business. This book is an important resource for vendors, website developers, online customers, and scholars seeking current research on the development and use of e-commerce.

Introduction to Machine Learning

Learn the techniques and math you need to start making sense of your data About This Book Enhance your knowledge of coding with data science theory for practical insight into data science and analysis More than just a math class, learn how to perform real-world data science tasks with R and Python Create actionable insights and transform raw data into tangible value Who This Book Is For You should be fairly well acquainted with basic algebra and should feel comfortable reading snippets of R/Python as well as pseudo code. You should have the urge to learn and apply the techniques put forth in this book on either your own data sets or those provided to you. If you have the basic math skills but want to apply them in data science or you have good programming skills but lack math, then this book is for you. What You Will Learn Get to know the five most important steps of data science Use your data intelligently and learn how to handle it with care Bridge the gap between mathematics and programming Learn about probability, calculus, and how to use statistical models to control and clean your data and drive actionable results Build and evaluate baseline machine learning models Explore the most effective metrics to determine the success of your machine learning models Create data visualizations that communicate actionable insights Read and apply machine learning concepts to your problems and make actual predictions In Detail Need to turn your skills at programming into effective data science skills? Principles of Data Science is created to help you join the dots between mathematics, programming, and business analysis. With this book, you'll feel confident about asking—and answering—complex and sophisticated questions of your data to move from abstract and raw statistics to actionable ideas. With a unique approach that bridges the gap between mathematics and computer science, this books takes you through the entire data science pipeline. Beginning with cleaning and preparing data, and effective data mining strategies and techniques, you'll move on to build a comprehensive picture of how every piece of the data science puzzle fits together. Learn the fundamentals of computational mathematics and statistics, as well as some pseudocode being used today by data scientists and analysts. You'll get to grips with machine learning, discover the statistical models that help you

take control and navigate even the densest datasets, and find out how to create powerful visualizations that communicate what your data means. Style and approach This is an easy-to-understand and accessible tutorial. It is a step-by-step guide with use cases, examples, and illustrations to get you well-versed with the concepts of data science. Along with explaining the fundamentals, the book will also introduce you to slightly advanced concepts later on and will help you implement these techniques in the real world.

The Data Science Handbook

Understanding the Linux Kernel

Overview of Compilation : Phases of compilation - Lexical analysis, Regular grammar and regular expression for common programming language features, Pass and phases of translation, Interpretation, Bootstrapping, Data structures in compilation - LEX lexical analyzer generator. Top Down Parsing : Context free grammars, Top down parsing, Backtracking, LL (1), Recursive descent parsing, Predictive parsing, Preprocessing steps required for predictive parsing. Bottom up Parsing : Shift reduce parsing, LR and LALR parsing, Error recovery in parsing, Handling ambiguous grammar, YACC - automatic parser generator. Semantic Analysis : Intermediate forms of source programs - abstract syntax tree, Polish notation and three address codes. Attributed grammars, Syntax directed translation, Conversion of popular programming languages language constructs into intermediate code forms, Type checker. Symbol Tables : Symbol table format, Organization for block structures languages, Hashing, Tree structures representation of scope information. Block structures and non block structure storage allocation : Static, Runtime stack and heap storage allocation, Storage allocation for arrays, strings and records. Code Optimization : Consideration for optimization, Scope of optimization, Local optimization, Loop optimization, Frequency reduction, Folding, DAG representation. Data Flow Analysis : Flow graph, Data flow equation, Global optimization, Redundant subexpression elimination, Induction variable elements, Live variable analysis, Copy propagation. Object Code Generation : Object code forms, Machine dependent code optimization, Register allocation and assignment generic code generation algorithms, DAG for register allocation.

Energy, Environment, Ecology and Society

We can each radiate unconditional love. We don't even need to create it - we are love. But the flow of love is blocked in moments of hurt, blame, anger, criticism, competition or insecurity. These emotions have dominated our emotional space, and hardly enable us to feel our own love. So today, we rely on someone else to love us. This book teaches us to think right, enable self-love, feel it and extend it to other people. The central message here is that love is not 'out there', but within us. A spectrum of emotions like attachment, expectations, hurt, worry, stress, fear or anger, which we use in the pretext of love, are analysed. The conversations also explore the fact that the parent-child relationship is not challenging - It does not need to be. As you free yourself from judgments and expectations, as you start

thinking right for people, and as you accept people for who they are, you become a Radiator of unconditional love. You are one decision away from vibrating at a frequency of love ... by not needing love or giving love – but just by being love.

Bharatiya Samaj

Kenneth Loudon and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Machine Learning

Market_Desc: · B. Tech (UG) students of CSE, IT, ECE· College Libraries· Research Scholars· Operational Research· Management Sector Special Features: Dr. S. N. Sivanandam has published 12 books· He has delivered around 150 special lectures of different specialization in Summer/Winter school and also in various Engineering colleges· He has guided and co guided 30 PhD research works and at present 9 PhD research scholars are working under him· The total number of technical publications in International/National Journals/Conferences is around 700· He has also received Certificate of Merit 2005-2006 for his paper from The Institution of Engineers (India)· He has chaired 7 International Conferences and 30 National Conferences. He is a member of various professional bodies like IE (India), ISTE, CSI, ACS and SSI. He is a technical advisor for various reputed industries and engineering institutions· His research areas include Modeling and Simulation, Neural Networks, Fuzzy Systems and Genetic Algorithm, Pattern Recognition, Multidimensional system analysis, Linear and Nonlinear control system, Signal and Image processing, Control System, Power system, Numerical methods, Parallel Computing, Data Mining and Database Security About The Book: This book is meant for a wide range of readers who wish to learn the basic concepts of soft computing. It can also be helpful for programmers, researchers and management experts who use soft computing techniques. The basic concepts of soft computing are dealt in detail with the relevant information and knowledge available for understanding the computing process. The various neural network concepts are explained with examples, highlighting the difference between various architectures. Fuzzy logic techniques have been clearly dealt with suitable examples. Genetic algorithm operators and the various classifications have been discussed in lucid manner, so that a beginner can understand the concepts with minimal effort.

Cyber Defense Mechanisms

Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Algorithm Design

The text material has been restructured to provide a more balanced and exhaustive coverage of the subject. The text discusses the core concepts of technical communication and explains them with the help of numerous examples and practice exercises. The book also provides support for soft skills laboratory sessions through a companion CD. With its in-depth coverage and practical orientation, the book is useful not only for students, but also as a reference material for corporate training programmes.

PRINCIPLES OF SOFT COMPUTING (With CD)

D.C. Circuits: Identifying the elements and the connected terminology, Kirchhoff's laws - Statement and illustration, Method of solving circuits by Kirchhoff's laws, Computation of resistance at constant temperature, Temperature dependence of resistance, Computation of resistance at different temperatures, Ohm's law - Statement, Illustration and limitation, Units - Work, Power and energy (electrical, thermal and mechanical) A.C. Fundamentals: Generation of alternating emf, Concept of 3-phase EMF generation, Root mean square or effective value, Average value of A.C., Phasor representation of alternating quantities, Analysis of A.C. circuit representation of alternating quantities in rectangular and polar forms, Introduction of resistors, Conductors and capacitors, R-L series circuits, R-C series circuits, R-L-C series circuits, Admittance and its components, Resonance in series and parallel, Analysis of simple 3-phase system, Star-delta connections and conversion. Magnetic Circuits and Machines: Comparison between magnetic and electric circuits, Electromagnetic induction, Magnetic effects of electric current, Current carrying conductor in magnetic field, Law of electromagnetic induction, Self inductance, Mutual inductance, coupling coefficient between two magnetically coupled circuits. Transformer : Principle, construction, working, efficiency, application. D.C. Generator : Principle, construction, working, application. D.C. motor : Principle, construction, working, application. Three phase induction motor : Principle, construction, working, application. Measuring Instruments: Classification of instruments, Basic principles of indicating instruments, Moving iron instruments - Attraction and repulsion type, Moving coil instruments - Permanent magnet - Dynamometer type, Induction type energy meter, Multimeters fundamentals of analog and digital multimeter. Transducers: Capacitive transducer, Inductive

transducers, Linear variable differential transformer (LVDT), Potentiometric transducer, Electrical strain gauges, Thermistor, Thermocouple, Hall effect, Piezoelectric transducer, Photoelectric transducer. Semiconductor Devices Principle of operation; Characteristic and application of PN junction diode, Zener diode, Bipolar junction, Field effect transistor, Thyristor, Opto-electronics devices, Rectifiers. Integrated Circuits Linear ICs, Digital ICs, Linear ICs : PIN diagram and its description for IC741, IC555, IC78XX series (Regulator ICs), Digital ICs : 74XX series ICs. Digital Electronics Binary number system, Octal and hexadecimal, Logic Galleries, Introduction and truth tables, Flip flops and the truth tables; R-S, J-K, D and T.

Advanced Computer Architecture

Revised extensively and updated with several new topics, this book discusses the principles and applications of "Heat and Mass Transfer". It is written with extensive pedagogy, clear explanations and examples throughout to elucidate the concepts and facilitate problem solving.

COMPUTER ORGANIZATION AND ARCHITECTURE

Theory of Computer Science

Appreciate the learning path to C DESCRIPTION Best way to learn any programming language is to create good programs in it. C is not an exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program, That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 17th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. KEY FEATURES - Strengthens the foundations, as a detailed explanation of programming language concepts are given - Lists down all the important points that you need to know related to various topics in an organized manner - Provides In-depth explanation of complex topics - Focuses on how to think logically to solve a problem WHAT WILL YOU LEARN - C Instructions - Decision Control Instruction , Loop Control Instruction , Case Control Instruction - Functions, Pointers, Recursion - Data Types, The C Preprocessor - Arrays, Strings - Structures, Console Input/Output, File Input/Output WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of C programming language. Table of Content 1. Introduction 2. Before We Begin 3. Getting Started 4. C Instructions 5. Decision Control Instruction 6. More Complex Decision Making 7. Loop Control Instruction 8. More Complex Repetitions 9. Case Control Instruction 10. Functions 11. Pointers 12. Recursion 13. Data Types Revisited 14. The C Preprocessor 15. Arrays 16. Multidimensional Arrays 17. Strings 18. Handling Multiple Strings 19. Structures 20. Console Input/Output 21. File Input/Output 22. More Issues In Input/Output 23. Operations On Bits 24. Miscellaneous Features 25. Periodic Tests - I, II, III, IV

Heat & Mass Transfer 2E

Description: This book is going to be the first well organized book for soft computing, including all the three major constituents or aspect of soft computing (neural networks, fuzzy logic and evolutionary computation), and hopefully will be proved beneficial for both kind of people; those striving to gain knowledge and those striving to score grades. The book is comprised of each and every topic of soft computing is a vast field of artificial intelligence with very much exploration to real time problems, especially regarding the quench of decision making and automation in the leading AI industries. Key Features: Comprehensive coverage of various aspects of soft computing concepts. Artificial intelligence, Neuro computing, Fuzzy logic Evolutionary computation. Strictly in accordance for the syllabus covered under UG, PG, and Doctoral courses. (B.E. / B. Tech./ MCA/ M. Tech/ Research Scholars) Simple language, crystal clear approach, straight forward comprehensible presentation. The concepts are duly supported by several examples. Important question papers for every chapters. Table of contents: Chapter 1: Introduction to Neuro-computing Chapter 2: Training the Neural networks Chapter 3: The unsupervised networks Chapter 4: The fuzzy logic Chapter 5: The Evolutionary computation Chapter 6: Few Auxiliary algorithms

Principles of Multimedia

This Third Edition, in response to the enthusiastic reception given by academia and students to the previous edition, offers a cohesive presentation of all aspects of theoretical computer science, namely automata, formal languages, computability, and complexity. Besides, it includes coverage of mathematical preliminaries. NEW TO THIS EDITION • Expanded sections on pigeonhole principle and the principle of induction (both in Chapter 2) • A rigorous proof of Kleene's theorem (Chapter 5) • Major changes in the chapter on Turing machines (TMs) – A new section on high-level description of TMs – Techniques for the construction of TMs – Multitape TM and nondeterministic TM • A new chapter (Chapter 10) on decidability and recursively enumerable languages • A new chapter (Chapter 12) on complexity theory and NP-complete problems • A section on quantum computation in Chapter 12. • KEY FEATURES • Objective-type questions in each chapter—with answers provided at the end of the book. • Eighty-three additional solved examples—added as Supplementary Examples in each chapter. • Detailed solutions at the end of the book to chapter-end exercises. The book is designed to meet the needs of the undergraduate and postgraduate students of computer science and engineering as well as those of the students offering courses in computer applications.

BASIC COMPUTER ENGINEERING

The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Many successful applications of machine learning exist already, including systems that analyze past sales data to predict customer behavior, optimize robot behavior so that a task can be completed using minimum resources, and extract knowledge from bioinformatics data. Introduction to Machine Learning is a comprehensive textbook on the subject, covering a broad array of topics not usually included in introductory machine learning texts.

Subjects include supervised learning; Bayesian decision theory; parametric, semi-parametric, and nonparametric methods; multivariate analysis; hidden Markov models; reinforcement learning; kernel machines; graphical models; Bayesian estimation; and statistical testing. Machine learning is rapidly becoming a skill that computer science students must master before graduation. The third edition of Introduction to Machine Learning reflects this shift, with added support for beginners, including selected solutions for exercises and additional example data sets (with code available online). Other substantial changes include discussions of outlier detection; ranking algorithms for perceptrons and support vector machines; matrix decomposition and spectral methods; distance estimation; new kernel algorithms; deep learning in multilayered perceptrons; and the nonparametric approach to Bayesian methods. All learning algorithms are explained so that students can easily move from the equations in the book to a computer program. The book can be used by both advanced undergraduates and graduate students. It will also be of interest to professionals who are concerned with the application of machine learning methods.

Being Love

Today all computers, from tablet/desktop computers to super computers, work in parallel. A basic knowledge of the architecture of parallel computers and how to program them, is thus, essential for students of computer science and IT professionals. In its second edition, the book retains the lucidity of the first edition and has added new material to reflect the advances in parallel computers. It is designed as text for the final year undergraduate students of computer science and engineering and information technology. It describes the principles of designing parallel computers and how to program them. This second edition, while retaining the general structure of the earlier book, has added two new chapters, 'Core Level Parallel Processing' and 'Grid and Cloud Computing' based on the emergence of parallel computers on a single silicon chip popularly known as multicore processors and the rapid developments in Cloud Computing. All chapters have been revised and some chapters are re-written to reflect the emergence of multicore processors and the use of MapReduce in processing vast amounts of data. The new edition begins with an introduction to how to solve problems in parallel and describes how parallelism is used in improving the performance of computers. The topics discussed include instruction level parallel processing, architecture of parallel computers, multicore processors, grid and cloud computing, parallel algorithms, parallel programming, compiler transformations, operating systems for parallel computers, and performance evaluation of parallel computers.

Let Us C Solutions - 17th Edition

The delivery and availability of information resources is a vital concern to professionals across multiple fields. This is particularly vital to data intensive professions, where easy accessibility to high-quality information is a crucial component of their research. Library and Information Services for Bioinformatics Education and Research is an authoritative reference source for the latest scholarly material on the role of libraries for the effective delivery of information resources to optimize the study of biological data. Highlighting innovative perspectives across a range of topics, such as user assessment, collection development, and

information accessibility, this publication is ideally designed for professionals, managers, computer scientists, graduate students, and practitioners actively involved in the field of bioinformatics.

PRINCIPLES OF FIRE SAFETY ENGINEERING

Traditional books on machine learning can be divided into two groups- those aimed at advanced undergraduates or early postgraduates with reasonable mathematical knowledge and those that are primers on how to code algorithms. The field is ready for a text that not only demonstrates how to use the algorithms that make up machine learning methods, but

Computer Networks

This book contains a judicious mix of concepts and solved examples that make it ideal for the beginners taking the Discrete Mathematics course. Features Exhaustive coverage of Set Theory. Comprehensive coverage of Graph Theory and Combinatorics. Excellent discussion of Group theory applications-Coding. Detailed explanation of the solution procedure of the worked examples. Pedagogy includes 341 solved examples 566 short answer questions 556 descriptive questions Over 500 figures and tables

Basic Electrical And Electronics Engineering

This book has been specially designd for those who want to learn basic concept of Information Technology & MIS. This book covers the complete syllabus of BBA first year student. Each Unit is organized in the way to clear the examination as well as students can gain a practical knowledge of the subjects. The book will be useful for student pursuing course such as B.Sc., B.Com and MBA as well as for those enrolled in elementary courses in information technology and computer science. It is also a valuable reference for diploma courses and courses taught at the polytechnic level. Key features: • This book covers complete syllabus of BBA 1st year students. • Provides important questions examination point of view. • Provide 3 Model paper as per examination pattern. • An answer follows in the same way that can use in examinations. • Most of the topic having diagrams.

FUNDAMENTALS OF COMPUTER GRAPHICS AND MULTIMEDIA

This book discusses the evolution of security and privacy issues and brings related technological tools, techniques, and solutions into one single source. The book will take readers on a journey to understanding the security issues and possible solutions involving various threats, attacks, and defense mechanisms, which include IoT, cloud computing, Big Data, lightweight cryptography for blockchain, and data-intensive techniques, and how it can be applied to various applications for general and specific use. Graduate and postgraduate students, researchers, and those working in this industry will find this book easy to understand and use for security applications and privacy issues.

Mastering Cloud Computing

Market_Desc: Primary Market· Undergraduate I Year Engineering student of RGPV, Bhopal (More than 1 lac intake)Course: Basic Computer EngineeringCourse Code: B.E. - 205Secondary Market· Undergraduate first year students of various universities, such as· UPTU (ECS-101/ECS-201 : Computer Concepts and Programming in C)· UTU (Fundamentals of Computer & Programming)· PTU (CS-101 Fundamentals of Computer Programming and Information Technology)· RTU (Computer Systems and Programming [104])· GTU (Computer Programming and Utilization)· Anna (GE2112 Fundamentals of Computing and Programming)· JNTU (C Programming and Data Structures)· BPUT (BCSE 3101 PROGRAMMING IN C)· VTU (10CCP13/10CCP23 Computer Concepts and C Programming)· CSVTU (300224 Introduction to Computing) Special Features: · Completely covers the syllabus as a textbook for B.E. first year course Basic Computer Engineering , RGPV (Bhopal) and similar courses in other universities.· Single-handedly caters to the requirements of several engineering disciplines that have this course in their curriculum.· Explains programming in C++ in detail.· Covers operating systems such as Windows, DOS and UNIX; database management systems; data structures; algorithms and C++, without entering into the specifics of programming languages and complex technologies.· Makes liberal use of screenshots to show how the screen would look like after processing the command.· Has increased utility owing to the presence of a large number of examples and illustrations.· Covers programming assignments and experimental portions under specific chapters to take into account the practical nature of the course.· Contains appendices that introduce readers to emerging areas of research such as neural networks and fuzzy logic.· Provides model question papers for practicing questions based on the examination pattern.· Excellent pedagogy having:ü 160+ Figuresü 70+ Tablesü 40+ Programs with outputü 70+ Syntaxes and explanatory examplesü 220+ Objective questionsü 170+ Review questionsü 50+ Programming assignments. About The Book: This book helps in familiarizing students with the basic organization of the computer, and then moving on to study of the operating systems such as Windows, DOS and UNIX; database management systems; data structures; algorithms and C++, without entering into the specifics of programming languages and complex technologies. It provides an insight into the basics of computers as delineated by the syllabi of RGPV and various reputed Indian universities. This book is suitable for self-study because of clear explanation of the topics, uniformity in presentation, illustration of concepts through numerous examples; and chapters are laced with various screenshots to give an idea as to how the screen would look like while performing that particular step.

Compiler Design

Designed as an introductory text for the students of computer science, computer applications, electronics engineering and information technology for their first course on the organization and architecture of computers, this accessible, student friendly text gives a clear and in-depth analysis of the basic principles underlying the subject. This self-contained text devotes one full chapter to the basics of digital logic. While the initial chapters describe in detail about computer organization, including CPU design, ALU design, memory design and I/O organization, the text also deals with Assembly Language Programming for Pentium using NASM assembler. What distinguishes the text is the special attention it pays to Cache and

Virtual Memory organization, as well as to RISC architecture and the intricacies of pipelining. All these discussions are climaxed by an illuminating discussion on parallel computers which shows how processors are interconnected to create a variety of parallel computers. KEY FEATURES □ Self-contained presentation starting with data representation and ending with advanced parallel computer architecture. □ Systematic and logical organization of topics. □ Large number of worked-out examples and exercises. □ Contains basics of assembly language programming. □ Each chapter has learning objectives and a detailed summary to help students to quickly revise the material.

Introduction to Database Management Systems:

A comprehensive overview of data science covering the analytics, programming, and business skills necessary to master the discipline Finding a good data scientist has been likened to hunting for a unicorn: the required combination of technical skills is simply very hard to find in one person. In addition, good data science is not just rote application of trainable skill sets; it requires the ability to think flexibly about all these areas and understand the connections between them. This book provides a crash course in data science, combining all the necessary skills into a unified discipline. Unlike many analytics books, computer science and software engineering are given extensive coverage since they play such a central role in the daily work of a data scientist. The author also describes classic machine learning algorithms, from their mathematical foundations to real-world applications. Visualization tools are reviewed, and their central importance in data science is highlighted. Classical statistics is addressed to help readers think critically about the interpretation of data and its common pitfalls. The clear communication of technical results, which is perhaps the most undertrained of data science skills, is given its own chapter, and all topics are explained in the context of solving real-world data problems. The book also features:

- Extensive sample code and tutorials using Python™ along with its technical libraries
- Core technologies of “Big Data,” including their strengths and limitations and how they can be used to solve real-world problems
- Coverage of the practical realities of the tools, keeping theory to a minimum; however, when theory is presented, it is done in an intuitive way to encourage critical thinking and creativity
- A wide variety of case studies from industry
- Practical advice on the realities of being a data scientist today, including the overall workflow, where time is spent, the types of datasets worked on, and the skill sets needed

The Data Science Handbook is an ideal resource for data analysis methodology and big data software tools. The book is appropriate for people who want to practice data science, but lack the required skill sets. This includes software professionals who need to better understand analytics and statisticians who need to understand software. Modern data science is a unified discipline, and it is presented as such. This book is also an appropriate reference for researchers and entry-level graduate students who need to learn real-world analytics and expand their skill set. FIELD CADY is the data scientist at the Allen Institute for Artificial Intelligence, where he develops tools that use machine learning to mine scientific literature. He has also worked at Google and several Big Data startups. He has a BS in physics and math from Stanford University, and an MS in computer science from Carnegie Mellon.

Programming Languages: Principles and Practices

Population, exuberant growth of urbanization, decline of cultivable lands, growing number of vehicle on the roads, deforestation, industrialization, changing pattern of consumption and exploitation of natural recourses by human activities have all threatened our basic survival on earth. In order to protect our globe from the environmental degradation, it is necessary to know the various factors by all human being. This book is written to provide a clear and authoritative introduction to the subject of Energy, Environment, Ecology and Society. Salient Features
Presentation of the material in lucid manner
Distinctive coverage on all Energy Resources
Presentation of suitable illustrations with clear diagrams
Review questions are given in each chapter

Basic Civil Engineering

Information Technology & MIS

Introduction to Database Management Systems is designed specifically for a single semester, namely, the first course on Database Systems. The book covers all the essential aspects of database systems, and also covers the areas of RDBMS. The book in

PARALLEL COMPUTERS ARCHITECTURE AND PROGRAMMING

Intended as a textbook for students of computer science and management, this study strives to bring the concept of multimedia and computer graphics into a single volume. The book covers most of the scan conversion algorithms and other necessary ingredients for realistic rendering, such as techniques of image clipping, illumination and shading. It lays down the fundamental principles of computer graphics and provides the methodologies and algorithms, which act as building blocks of advanced animation and rendering techniques. The emphasis is clearly on explaining the techniques and the mathematical basis. The book also gives an introductory level description on graphics and audio and video hardware, which is sufficient for understanding some of the intricacies in these fields. Since graphics are best learnt with the help of computer implementation of the graphics algorithm, the pseudocodes and problems at the ends of chapters will encourage readers to implement some of the interesting applications of graphics.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)