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### Discrete Mathematical Structures

Course Technology Ptr

The book starts with the basic concepts of object oriented programming and a concise introduction to Java language and Java architecture. The classes, inheritance and abstract classes are explained with the help of programs. All chapters contain complete programs with outputs. In addition real life problems are stated and complete programs are given. Important points are highlighted and all chapters contain objective type review questions. Key Features Clean and crisp description and explanation Hard to understand concepts are explained through appropriate conceptual diagrams Review questions and exercises for each chapter 204 complete programs 35 programs for real life problems 149 figures and 47 tables

Software engineering Addison-Wesley Longman

Teaches students the mathematical foundations of computer science, including logic, Boolean algebra, basic graph theory, finite state machines, grammars and algorithms, and helps them understand mathematical reasoning for reading, comprehension and construction of mathematical arguments.

**A Treatise On Discrete Mathematical Structures** McGraw-Hill Education

C++ Primer Plus, Sixth Edition New C++11 Coverage C++ Primer Plus is a carefully crafted, complete tutorial on one of the most significant and widely used programming languages today. An accessible and easy-to-use self-study guide, this book is appropriate for both serious students of programming as well as developers already proficient in other languages. The sixth edition of C++ Primer Plus has been updated and expanded to cover the latest developments in C++, including a detailed look at the new C++11 standard. Author and educator Stephen Prata has created an introduction to C++ that is instructive, clear, and insightful. Fundamental programming concepts are explained along with details of the C++ language. Many short, practical examples illustrate just one or two concepts at a time, encouraging readers to master new topics by immediately putting them to use. Review questions and programming exercises at the end of each chapter help readers zero in on the most critical information and digest the most difficult concepts. In C++ Primer Plus, you'll find depth, breadth, and a variety of teaching techniques and tools to enhance your learning: A new detailed chapter on the changes and additional capabilities introduced in the C++11 standard Complete, integrated discussion of both basic C language and additional C++ features Clear guidance about when and why to use a feature Hands-on learning

with concise and simple examples that develop your understanding a concept or two at a time Hundreds of practical sample programs Review questions and programming exercises at the end of each chapter to test your understanding Coverage of generic C++ gives you the greatest possible flexibility Teaches the ISO standard, including discussions of templates, the Standard Template Library, the string class, exceptions, RTTI, and namespaces Table of Contents 1: Getting Started with C++ 2: Setting Out to C++ 3: Dealing with Data 4: Compound Types 5: Loops and Relational Expressions 6: Branching Statements and Logical Operators 7: Functions: C++'s Programming Modules 8: Adventures in Functions 9: Memory Models and Namespaces 10: Objects and Classes 11: Working with Classes 12: Classes and Dynamic Memory Allocation 13: Class Inheritance 14: Reusing Code in C++ 15: Friends, Exceptions, and More 16: The string Class and the Standard Template Library 17: Input, Output, and Files 18: The New C++11 Standard A Number Bases B C++ Reserved Words C The ASCII Character Set D Operator Precedence E Other Operators F The stringTemplate Class G The Standard Template Library Methods and Functions H Selected Readings and Internet Resources I Converting to ISO Standard C++ J Answers to Chapter Reviews

**COMPUTER NETWORKS: PRINCIPLES, TECHNOLOGIES AND**

**PROTOCOLS FOR NETWORK DESIGN**

Addison-Wesley Professional

Offers students an introduction to the Internet, focusing on the fundamental concepts surrounding client-side and server-side development for the web.

*Web Programming* Elsevier

A Treatise on Discrete Mathematical Structures has been designed to build a foundation of the type of mathematical thinking that is required to be built at the basic level. The approach chosen is comprehensive while maintaining an easy to follow progression from the basic mathematical concepts covered by high school algebra to the more sophisticated concepts. The rigorous treatment of theory is augmented by numerous examples (SP : Solved Problem). This is then reinforced by exercises (EP : Exercise Problem) at the end of each chapter. Further, for the exercise problems whose serial number is in bold face letter, a hint or solution is provided in the corresponding answer section. Although this treatise aims at the learners of computer science, it can very well be used by anyone who requires an understanding of discrete mathematical concepts. Features The presentation style of each chapter resembles that as done in a classroom. The book is intended for anybody interested in the subject.

Prerequisite requirement is mostly high school mathematics. Each chapter begins with an outline of the topics covered in the book. Contains a large number of examples with steps over-simplified. Each chapter ends with a chapter summary under the heading RECAP. A large number of practice problems are included with sufficient hints. Many new results from recently published papers are incorporated. A number of exhaustive appendices are included for those interested. A problem bank is included containing problems from Mathematical Tripos examination. The book is user friendly and Difficult situations are illustrated with diagrams. Some interesting non mathematical but related topics are discussed in brief. Contents Set Theory Relations Functions Mathematical Induction Recursive Definitions probability and Counting Elementary Concepts Fundamentals of Logic Groups coding Theory- An Introduction Elementary Number Theory Rings Graph Theory Basic Formulas Matrices and Determinants and Some Results Series and their Summing Techniques-An Introduction Stable Graphs-A Note Problem Bank List of Symbols.

Your UNIX John Wiley & Sons

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Website will offer Instructors and Students more than any other book for Networking courses· Expert author team with long and proven track record· Networking concepts explained plainly· Practical solutions backed up with examples and case studies· Balance of topics reflects modern environments About The Book: This undergraduate textbook covers the breadth, depth and detail necessary to cater to the various entry points to the subject, the emphasis required by teachers, and the technical background of the student or practitioner coming to this subject. The book adopts a consistent approach to covering both the theory of basic networking technologies as well as practical solutions to networking problems. The structure of the book helps the reader to form a picture of the network as a whole. Essential and supplemental material to help both instructors and students will be made available from the book site which includes visualisations of networking problems and solutions.

Programming In Java2 "O'Reilly Media, Inc."

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

**C# . Net** South Western Educational Publishing

Java Programming: A Comprehensive Introduction is designed for an introductory programming course using Java. This text takes a logical approach to the presentation of core topics, moving step-by-step from the basics to more advanced material, with objects being introduced at the appropriate time. The book is divided into three parts: Part One covers the elements of the Java language and the fundamentals of programming. An introduction to object-oriented design is also included. Part Two introduces GUI (Graphical User Interface) programming using Swing. Part Three explores key aspects of Java's API (Application Programming Interface) library, including the Collections Framework and the concurrency API. Herb Schildt has written many successful programming books in Java, C++, C, and C#. His books have sold more than three million copies. Dale Skrien is a professor at Colby College with degrees from the University of Illinois-Champaign, the University of Washington, and St. Olaf College. He's also authored two books and is very active in SIGCSE. *Data Structures and Program Design in C* Pearson Education India

Used both as a pedagogical tool and a

reference. This work is used for any introductory programming course that includes Unix and for advanced courses such as those on Operating Systems and System Administration. It contains over 900 exercises and self-test questions. This book also features coverage of Linux, where Linux differs from UNIX.

**Beginning Shell Scripting** Pearson Education India

Elmasri, Levine, and Carrick's "spiral approach" to teaching operating systems develops student understanding of various OS components early on and helps students approach the more difficult aspects of operating systems with confidence. While operating systems have changed dramatically over the years, most OS books use a linear approach that covers each individual OS component in depth, which is difficult for students to follow and requires instructors to constantly put materials in context. Elmasri, Levine, and Carrick do things differently by following an integrative or "spiral" approach to explaining operating systems. The spiral approach alleviates the need for an instructor to "jump ahead" when explaining processes by helping students "completely" understand a simple, working, functional system as a whole in the very beginning. This is more effective pedagogically, and it inspires students to continue exploring more advanced concepts with confidence.

*Programming with Java* McGraw-Hill Europe

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. *Web Technologies: A Computer Science Perspective* is ideal for courses in Web-based Systems (aka Web/Internet Programming/Systems) in Computer Science, MIS, and IT departments. This text introduces the key technologies that have been developed as part of the birth and maturation of the World Wide Web. It provides a consistent, in-depth treatment of technologies that are unlikely to receive detailed coverage in non-Web computer science courses. Students will find an ongoing case study that integrates a wide spectrum of Web technologies, guidance on setting up their own software environments, and a variety of exercises and project assignments.

*Operating Systems* John Wiley & Sons Practical and easy to understand Database Principles: Fundamentals of Design, Implementation, and Management, 10/e, International Edition gives readers a solid foundation in database design and implementation. Filled with visual aids

such as diagrams, illustrations, and tables, this market-leading book provides in-depth coverage of database design, demonstrating that the key to successful database implementation is in proper design of databases to fit within a larger strategic view of the data environment. Renowned for its clear, straightforward writing style, the tenth edition has been thoroughly updated to include hot topics such as green computing/sustainability for modern data centers, the role of redundant relationships, and examples of web-database connectivity and code security. In addition, new review questions, problem sets, and cases have been added throughout the book so that readers have multiple opportunities to test their understanding and develop real and useful design skills.

#### Discrete Mathematics with Applications

John Wiley & Sons

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This text teaches the essentials of working with the most important web technologies. From client development using HTML and Javascript, through to full server side applications written in ASP and Perl.

#### *Unix Shell Programming*

This approachable text studies discrete objects and the relationships that bind them. It helps students understand and apply the power of discrete math to digital computer systems and other modern applications. It provides excellent

preparation for courses in linear algebra, number theory, and modern/abstract algebra and for computer science courses in data structures, algorithms, programming languages, compilers, databases, and computation.\* Covers all recommended topics in a self-contained, comprehensive, and understandable format for students and new professionals \* Emphasizes problem-solving techniques, pattern recognition, conjecturing, induction, applications of varying nature, proof techniques, algorithm development and correctness, and numeric computations\* Weaves numerous applications into the text\* Helps students learn by doing with a wealth of examples and exercises: - 560 examples worked out in detail - More than 3,700 exercises - More than 150 computer assignments - More than 600 writing projects\* Includes chapter summaries of important vocabulary, formulas, and properties, plus the chapter review exercises\* Features interesting anecdotes and biographies of 60 mathematicians and computer scientists\* Instructor's Manual available for adopters\* Student Solutions Manual available separately for purchase (ISBN: 0124211828)

#### Web Technologies: A Computer Science Perspective (Subscription)

Unix. Possibly, The Longest Living Entity In The Computer Land Where Nothing Survives More Than A Couple Of Years, A

Decade At The Most. It Has Been Around For More Than Two Decades, Owing Its Longevity To The Ruggedness Built Into It And Its Commands. This Book Comes In Two Parts. The First Part Is A Journey Into The Vast Expanse That Is Unix. The Intent Is To Make You Aware Of The Underlying Philosophy Used In Development Of Myriads Of Unix Commands Rather Than Telling You All The Variations Available With Them.

#### Database Principles

Covering all major platforms-Linux, Unix, Mac OS X, and Windows-this guide shows programmers and power users how to customize an operating system, automate commands, and simplify administration tasks using shell scripts Offers complete shell-scripting instructions, robust code examples, and full scripts for OS customization Covers shells as a user interface, basic scripting techniques, script editing and debugging, graphing data, and simplifying administrative tasks In addition to Unix and Linux scripting, the book covers the latest Windows scripting techniques and offers a complete tutorial on Mac OS X scripting, including detailed coverage of mobile file systems, legacy applications, Mac text editors, video captures, and the Mac OS X Open Scripting Architecture

#### C++ Primer Plus

Java Programming: A Comprehensive Introduction  
Head First C

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