P K Sinha Computer Fundamentals 4th Edition

The Journey of Advaita
Probability and Statistics for Computer Science
Guide to Computer Network Security
Computer Fundamentals and Problem Solving
Fundamentals of Computers
FUNDAMENTALS OF COMPUTER
DISTRIBUTED OPERATING SYSTEMS
A Complete Guide to Computer Fundamentals
Peter Norton's Computing Fundamentals
Foundations of Programming Languages
COMPUTER FUNDAMENTALS
Handbook of Computer Science & IT
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Fundamental of Database Management System
The C Programming Language
Computer for Law Students
Kotlin In-Depth [Vol-I]
Practical Programming
Fundamentals of Java Programming

KAYLEY MARSHALL

The Journey of Advaita Oxford University Press 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 CHANGDER OUTLINE 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. Probability and Statistics for Computer Science Laxmi Publications, Ltd. "Containing enough illustrations and well-compiled questionnaires to complement the easy language used throughout, this book is an attempt to make the concepts of computers interesting for everyone." --

Guide to Computer Network Security Scientific Publishers About the Book The Journey of Advaita elucidates the richness, depth and profundity of Advaitic thought right from Vedas to Integral Advaitism of Sri Aurobindo and further how it is being incorporated in modern science. Advaita

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

Computer Fundamentals and Problem Solving Springer

This clearly written textbook introduces the reader to the three styles of programming, examining object-oriented/imperative, functional, and logic programming. The focus of the text moves from highly prescriptive languages to very descriptive languages, demonstrating the many and varied ways in which we can think about programming. Designed for interactive learning both inside and outside of the classroom, each programming paradigm is highlighted through the implementation of a non-trivial programming language, demonstrating when each language may be appropriate for a given problem. Features: includes review questions and solved practice exercises, with supplementary code and support files available from an associated website; provides the foundations for understanding how the syntax of a language is formally defined by a grammar; examines assembly language programming using CoCo; introduces C++, Standard ML, and Prolog; describes the development of a type inference system for the language Small.

Fundamentals of Computers Allied Publishers

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the given topic. Each questions have an answer key at the end of the page. One can use it as a study guide, knowledge test book, quizbook, trivia...etc. This pdf is useful for you if you are looking for the following: (1)FUNDAMENTAL OF COMPUTER AND INFORMATION TECHNOLOGY PDF (2)BEST BOOK FOR COMPUTER FUNDAMENTALS (3)BASIC COMPUTER FUNDAMENTALS QUESTIONS AND ANSWERS (4)COMPUTER FUNDAMENTALS QUESTIONS AND ANSWERS PDF (5)COMPUTER FUNDAMENTALS BOOK FOR BCA (6)COMPUTER FUNDAMENTALS SHORT QUESTIONS AND ANSWERS (7)FUNDAMENTALS OF COMPUTER BOOK PDF IN HINDI (8)FUNDAMENTALS OF COMPUTER BOOK PDF (9)IT FUNDAMENTALS QUESTIONS AND ANSWERS PDF (10)FUNDAMENTALS OF COMPUTER BOOK BY P.K. SINHA PDF (11)BCA COMPUTER FUNDAMENTALS QUESTIONS AND ANSWERS PDF (12)COMPUTER FUNDAMENTALS BY P.K. SINHA 6TH EDITION PDF FULL BOOK DOWNLOAD (13)COMPUTER FUNDAMENTALS PDF (14)COMPUTER FUNDAMENTALS NOTES (15)COMPUTER FUNDAMENTALS LONG QUESTIONS AND ANSWERS PDF (16)FUNDAMENTALS OF COMPUTER NOTES

FUNDAMENTALS OF COMPUTER Pearson Education India

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.

DISTRIBUTED OPERATING SYSTEMS

Springer Nature

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/

A Complete Guide to Computer Fundamentals PHI Learning Pvt. Ltd. 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.

Peter Norton's Computing Fundamentals Springer 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&..

Foundations of Programming Languages CHANGDER OUTLINE 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.

COMPUTER FUNDAMENTALS

Springer

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

Handbook of Computer Science & IT Springer Science & Business Media

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.

Computer Vision BPB Publications

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.
Computer Fundamentals Springer
Designed to provide an insight into the database concepts DESCRIPTION Book teaches the essentials of DBMS to anyone who wants to become an effective and independent DBMS Master. It covers all the DBMS fundamentals without forgetting few vital advanced topics such as from installation, configuration and monitoring, up to the backup and migration of database covering few database client tools. KEY FEATURES Book contains real-time executed commands along with screenshot Parallel execution and explanation of Oracle and MySQL Database commands A Single comprehensive guide for Students, Teachers and Professionals Practical oriented book WHAT WILL YOU LEARN Relational Database,Keys Normalization of database SQL, SQL Queries, SQL joins Aggregate Functions,Oracle and Mysql tools WHO THIS BOOK IS FOR Students of Polytechnic Diploma Classes- Computer Science/ Information Technology Graduate Students- Computer Science/ CSE / IT/ Computer Applications Master Class Students—Msc (CS/IT)/ MCA/ M.Phil, M.Tech, M.S. Industry Professionals- Preparing for Certifications Table of Contents 1. Fundamentals of data and Database management system 2. Database Architecture and Models 3. Relational Database and normalization 4. Open source technology & SQL 5. Database queries 6. SQL operators 7. Introduction to database joins 8. Aggregate functions, subqueries and users 9. Backup & Recovery 10. Database installation 11. Oracle and MYSQL tools 12. Exercise
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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

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COURSE ON COMPUTER CONCEPTS MADE SIMPLE. PHI Learning Pvt. Ltd.

This textbook introduces the “Fundamentals of Multimedia”, addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy

compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Fundamentals of Computers New Age International

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.

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