
Computers Graphic By Rajeah Mourya

Chanakya of Serpents and Kings
The Power of Play in Higher Education
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Intelligent Systems Technologies and Applications 2016
Soft Computing: Theories and Applications
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Intelligent Computing Techniques for Smart Energy Systems

JOHN SHAYLEE

Chanakya of Serpents and Kings

John Wiley & Sons

The compliance of this book is helpful for academicians, researchers, students, as well as other people seeking the relevant material in current trends of studies on the topic of environmental degradation.

The Power of Play in Higher

Education Springer Nature

The book provides insights from the 2nd International Conference on Communication, Computing and Networking organized by the Department of Computer Science and Engineering, National Institute of Technical Teachers Training and Research, Chandigarh, India on March 29–30, 2018. The book includes contributions in which researchers, engineers, and academicians as well as industrial professionals from around the globe presented their research findings and development activities in the field of Computing Technologies, Wireless Networks, Information Security, Image Processing and Data Science. The book provides opportunities for the readers to explore the literature, identify gaps in the existing works and propose new ideas for research.

Harmony Search and Nature Inspired Optimization Algorithms DIANE

Publishing Inc.

The 18 full and 13 short papers presented were carefully reviewed and selected from 255 submissions. There were organized in topical sections named: Image Processing, Pattern

Analysis and Machine Vision; Information and Data Convergence; Disruptive Technologies for Future; E-Governance and Smart World

Proceedings of the 1st International Conference on Sustainable Waste Management through Design

Springer Nature

The book covers different aspects of real-world applications of optimization algorithms. It provides insights from the Fourth International Conference on Harmony Search, Soft Computing and Applications held at BML Munjal University, Gurgaon, India on February 7–9, 2018. It consists of research articles on novel and newly proposed optimization algorithms; the theoretical study of nature-inspired optimization algorithms; numerically established results of nature-inspired optimization algorithms; and real-world applications of optimization algorithms and synthetic benchmarking of optimization algorithms.

Global Positioning System Springer

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Procedural Elements for Computer Graphics Orient Blackswan

Essential English Grammar is a grammar reference and practice book for elementary learners. Modeled on Raymond Murphy's highly successful Intermediate English Grammar, it concentrates on areas of grammar normally taught at elementary level.

Contemporary Computing Packt Publishing Ltd

The Harmony Search Algorithm (HSA) is one of the most well-known techniques in the field of soft computing, an important paradigm in the science and

engineering community. This volume, the proceedings of the 2nd International Conference on Harmony Search Algorithm 2015 (ICHSA 2015), brings together contributions describing the latest developments in the field of soft computing with a special focus on HSA techniques. It includes coverage of new methods that have potentially immense application in various fields. Contributed articles cover aspects of the following topics related to the Harmony Search Algorithm: analytical studies; improved, hybrid and multi-objective variants; parameter tuning; and large-scale applications. The book also contains papers discussing recent advances on the following topics: genetic algorithms; evolutionary strategies; the firefly algorithm and cuckoo search; particle swarm optimization and ant colony optimization; simulated annealing; and local search techniques. This book offers a valuable snapshot of the current status of the Harmony Search Algorithm and related techniques, and will be a useful reference for practising researchers and advanced students in computer science and engineering.

Expert Clouds and Applications

COMPUTER GRAPHICS (With CD)
)Market_Desc: Mumbai UniversityBE (Sem V), (Course: Computer Graphics with Virtual Reality Systems) B.Sc. (2nd year), (Course: Computer Science)UPTUTCS-501 (Course: Computer Graphics), JNTU3rd year, Sem 1 (Course: Computer Graphics)Anna UniversityCourse Code: CS1354 (Course: Graphics and Multimedia)VTUCourse Code: 06CS65, 06IS665 (Course: Computer Graphics and Visualization)
 Special Features: · Presents well-organized topics from elementary display systems to the most advanced animation.· Explains the topics with their

theoretical, mathematical and programming perspectives.· Discusses topics such as scan conversion, 2D and 3D transformation, viewing and clipping, curve design and surface generation, and color models in great details. · Includes excellent pedagogy:ü 254 neatly-drawn illustrations and figuresü 44 solved examplesü 218 review questionsü 55 MCQsü 20 sample programs in C/C++ (on CD)ü 52 programming exercises (on CD)· Accompanying CD containsü 20 sample programs in C/C++ (on CD)ü 52 programming exercises (on CD)ü List of Abbreviationsü Bibliography About The Book: Computer Graphics is a comprehensive book for undergraduate students of computer science and information technology. The book is also useful to students, professionals and practitioners interested in object design, transformation, visualization, image analysis and modeling of real world. The topics in the book have been supplemented with adequate solved examples. Review questions and MCQs presented at the end of each chapter would help students sharpen their concepts. Topics on animation have been included along with the core graphics topics that are very relevant in modern visualization and animation industry. The companion CD contains Sample Programs in C/C++ to better understand the topic and Programming Exercises for skill assessment.COMPUTER GRAPHICS WITH VIRTUAL REALITY SYSTEMSSpecial Features: " Discusses virtual reality in three dedicated chapters" Explains the topics with their theoretical, mathematical and programming perspectives" Presents topics form elementary display systems to the most advanced animation and virtual reality

systems " Matches with the engineering syllabus of Mumbai University Includes over: § 262 neatly-drawn illustrations and figures § 44 solved examples § 255 review questions § 70 multiple-choice questions and their solutions § 57 programming exercises as an appendix § 40 programming practice About The Book: Computer Graphics with Virtual Reality Systems is a comprehensive book for undergraduate engineering students of computer science and information technology. The book is a must-have for students, professionals and practitioners interested in object design, transformation, visualization and modeling of real world. Besides, the book is also useful to students of diploma courses and vocational courses at open universities, distance education universities in graphics and animation. Scholars and practitioners, studying computer graphics, image analysis and multimedia courses, can also find the book very helpful. Soft Computing: Theories and Applications This book describes the latest advances, innovations and applications in the field of waste management and environmental geomechanics as presented by leading researchers, engineers and practitioners at the International Conference on Sustainable Waste Management through Design (IC_SWMD), held in Ludhiana (Punjab), India on November 2-3, 2018. Providing a unique overview of new directions, and opportunities for sustainable and resilient design approaches to protect infrastructure and the environment, it discusses diverse topics related to civil engineering and construction aspects of the resource management cycle, from the minimization of waste, through the eco-friendly re-use and processing of waste materials, the management and

disposal of residual wastes, to water treatments and technologies. It also encompasses strategies for reducing construction waste through better design, improved recovery, re-use, more efficient resource management and the performance of materials recovered from wastes. The contributions were selected by means of a rigorous peer-review process and highlight many exciting ideas that will spur novel research directions and foster multidisciplinary collaboration among different waste management specialists.

COMPUTER GRAPHICS WITH VIRTUAL REALITY SYSTEMS

Springer Become an expert at using JIRA 7 through this one-stop guide! About This Book This comprehensive guide will help you implement, customize and administer JIRA 7 application to meet the needs of your organization You will get to know the strategies needed to develop and deploy JIRA 7, along with best practices when working with Jira It covers the latest integrations of JIRA 7 with third-party platforms to help you professionally manage your software development projects Who This Book Is For If you are a JIRA administrator who is managing small-to-medium JIRA instances and you want to learn how to manage enterprise-scale instances, then this book will help you expand your knowledge and equip you with advanced skills. Prior understanding of the JIRA core concepts is required. What You Will Learn Plan the installation and upgrade of your JIRA instance to the newest version Configure issue type schemes, create customized workflows, modify permission schemes, and change notification schemes Implement JIRA Service Desk to manage your support tickets Customize JIRA for test management, helpdesk, and

requirement management Deploy JIRA for Agile tracking using the Scrum and Kanban techniques Develop JIRA add-ons to extend JIRA's functionality Migrate data from external systems using CSV import Generate reports directly from the JIRA database and use custom JavaScript and CSS Integrate your JIRA application with third-party tools such as Confluence, SVN, and Git In Detail

Atlassian JIRA 7 is an enterprise issue tracker system. One of its key strengths is its ability to adapt to the needs of an organization, ranging from building software products to managing your support issues. This book provides a comprehensive explanation covering all three components of JIRA 7, such as JIRA Software, JIRA Core, and Jira Service Desk. It shows you how to master the key functionalities of JIRA and its customizations and useful add-ons, and is packed with real-world examples and use cases. You will first learn how to plan for a JIRA 7 installation and fetch data. We cover JIRA reports in detail, which will help you analyze your data effectively. You can add additional features to your JIRA application by choosing one of the already built-in add-ons or building a new one to suit your needs. Then you'll find out about implementing Agile methodologies in JIRA by creating Scrum and Kanban boards. We'll teach you how to integrate your JIRA Application with other tools such as Confluence, SVN, Git, and more, which will help you extend your application. Finally, we'll explore best practices and troubleshooting techniques to help you find out what went wrong and understand how to fix it.

Style and approach This comprehensive book covers the advanced and new features of JIRA 7 with the help of rich code-based, real-world examples and

use cases.

The Myth of the Holy Cow Springer Science & Business Media

Exchange of information and innovative ideas are necessary to accelerate the development of technology. With advent of technology, intelligent and soft computing techniques came into existence with a wide scope of implementation in engineering sciences. Keeping this ideology in preference, this book includes the insights that reflect the 'Advances in Computer and Computational Sciences' from upcoming researchers and leading academicians across the globe. It contains high-quality peer-reviewed papers of 'International Conference on Computer, Communication and Computational Sciences (ICCCCS 2016), held during 12-13 August, 2016 in Ajmer, India'. These papers are arranged in the form of chapters. The content of the book is divided into two volumes that cover variety of topics such as intelligent hardware and software design, advanced communications, power and energy optimization, intelligent techniques used in internet of things, intelligent image processing, advanced software engineering, evolutionary and soft computing, security and many more. This book helps the perspective readers' from computer industry and academia to derive the advances of next generation computer and communication technology and shape them into real life applications.

ICCCE 2020 Oxford University Press, USA

A groundbreaking Virtual Reality textbook is now even better Virtual reality is a very powerful and compelling computer application by which humans interact with computer-generated environments in a way that mimics real life and engages various senses.

Although its most widely known application is in the entertainment industry, the real promise of virtual reality lies in such fields as medicine, engineering, oil exploration, and the military, to name just a few. Through virtual reality, scientists can triple the rate of oil discovery, pilots can dogfight numerically superior "bandits," and surgeons can improve their skills on virtual (rather than real) patients. This Second Edition of the first comprehensive technical book on virtual reality provides updated and expanded coverage of the technology such as: Input and output interfaces including touch and force feedback Computing architecture (with emphasis on the rendering pipeline and task distribution) Object modeling (including physical and behavioral aspects) Programming for virtual reality (WorldToolKit, Java 3D, GHOST, and PeopleShop) An in-depth look at human factors issues, user performance, and sensorial conflict aspects of VR Traditional and emerging VR applications The new edition of Virtual Reality Technology is specifically designed for use as a textbook. Thus, it includes definitions, review questions, and a CD-ROM with video clips that reinforce the topics covered. The CD-ROM also contains a Laboratory Manual with homework and programming assignments in VRML and Java 3D, as follows: Introduction to VRML and Java 3D Sensor and Event Processing VRML and JavaScript Scene Hierarchy, Geometry, and Texture VRML PROTO and Glove Devices Viewpoint Control, Sound, and Haptic Effects The Second Edition will serve as a state-of-the-art resource for both undergraduate and graduate students in engineering, computer science, and other disciplines.

Modern Hinduism Springer

This three-volume set constitutes the refereed proceedings of the Second International Conference on Recent Trends in Image Processing and Pattern Recognition (RTIP2R) 2018, held in Solapur, India, in December 2018. The 173 revised full papers presented were carefully reviewed and selected from 374 submissions. The papers are organized in topical sections in the tree volumes. Part I: computer vision and pattern recognition; machine learning and applications; and image processing. Part II: healthcare and medical imaging; biometrics and applications. Part III: document image analysis; image analysis in agriculture; and data mining, information retrieval and applications.

Computational Intelligence Methods in COVID-19: Surveillance, Prevention, Prediction and Diagnosis Springer

COMPUTER GRAPHICS (With CD)

Recent Trends in Image Processing and Pattern Recognition Agro Environ Media, Publication Cell of AESA, Agriculture and Environmental Science Academy,

This book is a collection of research papers and articles presented at the 3rd International Conference on Communications and Cyber-Physical Engineering (ICCCE 2020), held on 1-2 February 2020 at CMR Engineering College, Hyderabad, Telangana, India. Discussing the latest developments in voice and data communication engineering, cyber-physical systems, network science, communication software, image and multimedia processing research and applications, as well as communication technologies and other related technologies, it includes contributions from both academia and industry. This book is a valuable resource for scientists, research scholars and PG students working to formulate their research ideas and find the future

directions in these areas. Further, it may serve as a reference work to understand the latest engineering and technologies used by practicing engineers in the field of communication engineering.

Ambient Communications and Computer Systems Springer Nature

This book examines the increasing popularity of creativity and play in tertiary learning, and how it can be harnessed to enhance the student experience at university. While play is often misunderstood as something 'trivial' and associated with early years education, the editors and contributors argue that play contributes to social and human development and relations at a fundamental level. This volume invalidates the commonly held assumption that play is only for children, drawing together numerous case studies from higher education that demonstrate how researchers, students and managers can benefit from play as a means of liberating thought, overturning obstacles and discovering fresh approaches to persistent challenges. This diverse and wide-ranging edited collection unites play theory and practice to address the gulf in research on this fascinating topic. It will be of interest and value to educators, students and scholars of play and creativity, as well as practitioners and academic leaders looking to incorporate play into the curriculum.

Proceedings of 2nd International Conference on Communication, Computing and Networking Springer

The book focuses on the integration of intelligent communication systems, control systems, and devices related to all aspects of engineering and sciences. It includes high-quality research papers from the 3rd international conference, ICICCD 2018, organized by the

Department of Electronics, Instrumentation and Control Engineering at the University of Petroleum and Energy Studies, Dehradun on 21–22 December 2018. Covering a range of recent advances in intelligent communication, intelligent control and intelligent devices., the book presents original research and findings as well as researchers' and industrial practitioners' practical development experiences of. *Essential English Grammar 2/E* Springer
Silicon Valley icon and bestselling author Guy Kawasaki shares the unlikely stories of his life and the lessons we can draw from them. Guy Kawasaki has been a fixture in the tech world since he was part of Apple's original Macintosh team in the 1980s. He's widely respected as a source of wisdom about entrepreneurship, venture capital, marketing, and business evangelism, which he's shared in bestselling books such as *The Art of the Start* and *Enchantment*. But before all that, he was just a middle-class kid in Hawaii, a grandson of Japanese immigrants, who loved football and got a C+ in 9th grade English. *Wise Guy*, his most personal book, is about his surprising journey. It's not a traditional memoir but a series of vignettes. He toyed with calling it *Miso Soup for the Soul*, because these stories (like those in the *Chicken Soup* series) reflect a wide range of experiences that have enlightened and inspired him. For instance, you'll follow Guy as he . . . • Gets his first real job in the jewelry business--which turned out to be surprisingly useful training for the tech world. • Disparages one of Apple's potential partners in front of that company's CEO, at the sneaky instigation of Steve Jobs. • Blows up his Apple career with a single sentence, after Jobs withholds a pre-release copy

of the Think Different ad campaign: "That's okay, Steve, I don't trust you either." • Reevaluates his self-importance after being mistaken for Jackie Chan by four young women. • Takes up surfing at age 62--which teaches him that you can discover a new passion at any age, but younger is easier! Guy covers everything from moral values to business skills to parenting. As he writes, "I hope my stories help you live a more joyous, productive, and meaningful life. If Wise Guy succeeds at this, then that's the best story of all."

Intelligent Communication, Control and Devices Springer

The book compiles the research works related to smart solutions concept in context to smart energy systems, maintaining electrical grid discipline and resiliency, computational collective intelligence consisted of interaction between smart devices, smart environments and smart interactions, as well as information technology support for such areas. It includes high-quality papers presented in the International Conference on Intelligent Computing Techniques for Smart Energy Systems organized by Manipal University Jaipur. This book will motivate scholars to work in these areas. The book also prophesies their approach to be used for the business and the humanitarian technology development as research proposal to various government organizations for funding approval.

Mastering JIRA 7 Springer Nature

India today is a vibrant free-market democracy, a nation well on its way to

overcoming decades of widespread poverty. The nation's rise is one of the great international stories of the late twentieth century, and in *India Unbound* the acclaimed columnist Gurcharan Das offers a sweeping economic history of India from independence to the new millennium. Das shows how India's policies after 1947 condemned the nation to a hobbled economy until 1991, when the government instituted sweeping reforms that paved the way for extraordinary growth. Das traces these developments and tells the stories of the major players from Nehru through today. As the former CEO of Procter & Gamble India, Das offers a unique insider's perspective and he deftly interweaves memoir with history, creating a book that is at once vigorously analytical and vividly written. Impassioned, erudite, and eminently readable, *India Unbound* is a must for anyone interested in the global economy and its future.

Harmony Search Algorithm Springer Nature

This book features original papers from International Conference on Expert Clouds and Applications (ICOECA 2021), organized by GITAM School of Technology, Bangalore, India during February 18-19, 2021. It covers new research insights on artificial intelligence, big data, cloud computing, sustainability, and knowledge-based expert systems. The book discusses innovative research from all aspects including theoretical, practical, and experimental domains that pertain to the expert systems, sustainable clouds, and artificial intelligence technologies.

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