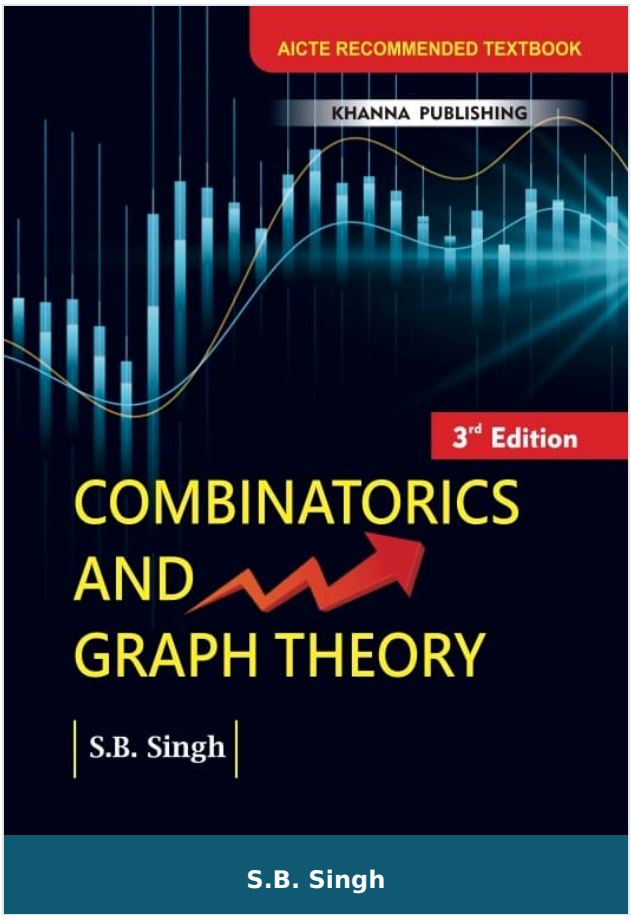

S.B. Singh

Combinatorics and Graph Theory

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- Matrix Representation of Graphs
- Colourings
- Directed Graph
- Enumeration
- Application of Graph in Computer Science
- Miscellaneous Examples
- Appendix
- Index

Author

S.B. Singh

Dr. S.B. Singh is an Associate Professor in the Deptt. Of Mathematics Statistics and Computer Sc., G.B. Pant University of Agri. & Tech., Pantnagar. He has around thirteen years of teaching experience at different Engineering Colleges and University. He has authored and co-authored seven more books. he has been conferred with four national awards.

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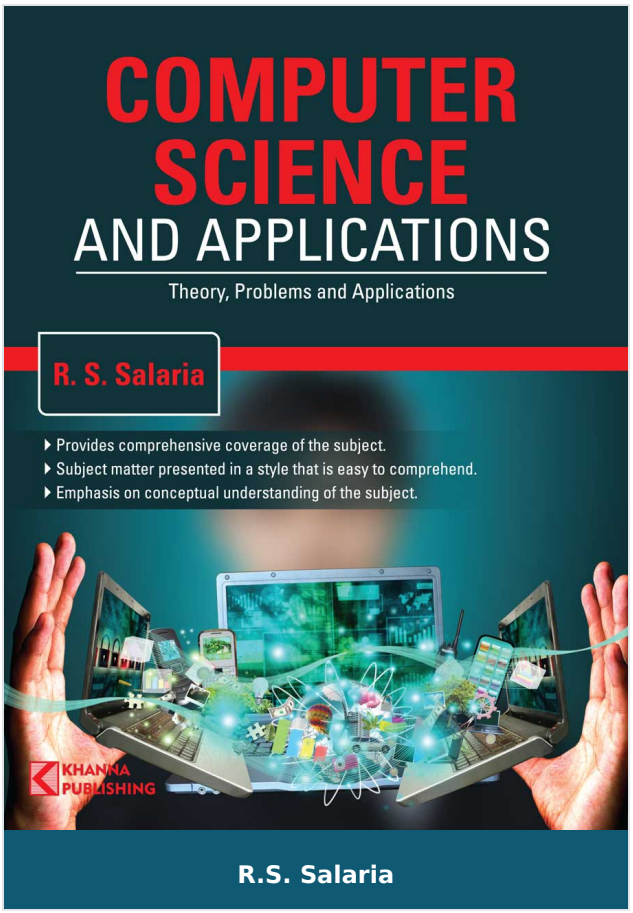

Computer Science and Applications

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The Subject, Computer Science and Applications is introduced with the objective of empowering the students with working knowledge of Computers and problem solving & programming in C language. In addition, the topics of Computer network, Internet and WWW are also introduced to enable the students to derive maximum benefit of huge resources of information available on the Internet. The topic of data security is also included to make the students aware abut the possible threats to their valuable data. It exposes the students of the potential applications of Computer in /various fields/activities related to their subject of study.

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- Standard Input/Output in C
- Decision Making Statements in C
- Looping Statements in C
- Arrays in C
- Working With Microsoft Word 2003
- Working With Microsoft Excel 2003
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Author

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Prof. R.S. Salaria is a superior teacher, a prolific author and a great motivator. He is an alumnus of IIT, Delhi. He is a Certified Software Quality professional by Ministry of Information Technology, Govt. of India: Sun Certified Programmer as well as Sun Certified Trainer by SUN Microsystems. He is a life member of computer society of India, Mumbai: Institution of Electronics and Telecommunication Engineers, New Delhi: Indian Society for Technical Education, New Delhi: Punjab Academy of Sciences, Patiala. Presently, he is talking initiatives to Sensitize the citizens of this great country about their fundamental responsibilities towards society and seeking their contributions to make the society a wonderful place for happy and peaceful living. </p

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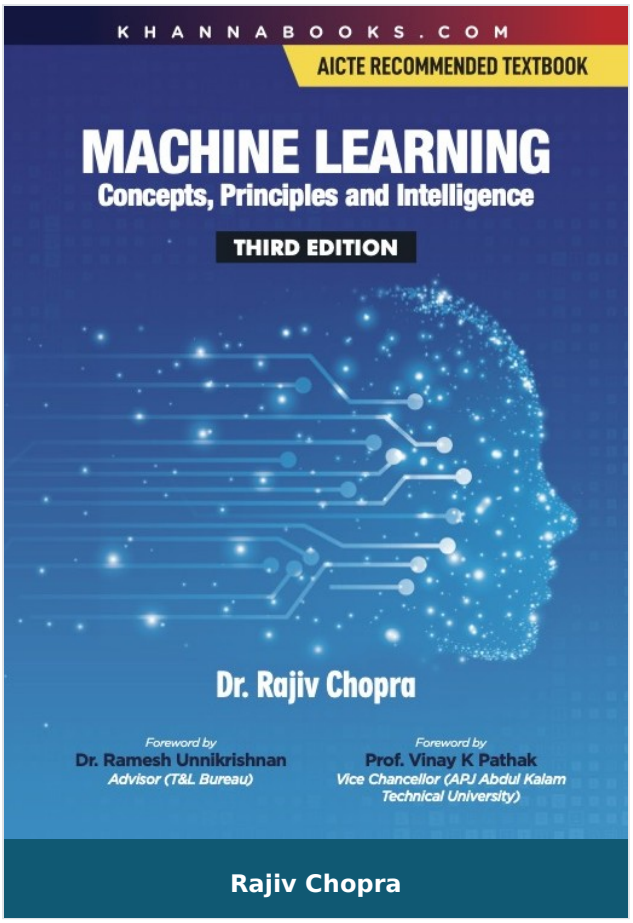

Machine Learning (Concepts, Principles and Intelligence)

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Product Description

Machine Learning and Machine Intelligence is a complete book to read and perform practical in computer labs. Just reading theory cannot make you perform the practical(s). The present book is the composition of both, for the convenience of the students. Many of the Degrees or Diplomas or Certification Programs are being conducted in Machine Learning and Machine Intelligence fields, but it has become difficult for software companies to separate chaff from the grain. This book is an excellent guide for aspiring Data Science professionals and a valuable resource bank to perform experiments in AIDS and AIML branches.

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- Includes numerous illustrative examples to understand and perform the practical easily.
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- Reinforcement Learning and Control
- IOT and Machine Learning
- Project-1: Object Detection and Smudging Using Gradient Descent
- Project-2: Spam Filtering based on Text Classification Using Machine Learning Algorithms
- Appendices-A: Glossary
- Appendices-B: End Term. Question Paper
- Lab Manual of Machine Learning
- Suggested list of ML Projects
- References
- Index

Author

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Dr. Rajiv Chopra has a Doctorate in Computer Science from Banasthali VidyaPith University. The author is M. Tech. in Information Technology from GGSIPU, Delhi. He did BE (CSE) from SDM College of Engg. and Technology, Dharwad and MIT from MAHE. He is working as an Associate Professor in CSE Department at Guru Tegh Bahadur Institute of Information Technology, GGSIPU Delhi. As an educator he has contributed to 21 research publications in Refereed, cited International Conferences and International Journals and

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attended 21 conferences, workshops, FDPs and seminars. He is a prolific author with 26 Text and Reference books to his credit,for B. Tech. (CSE/IT), M. Tech. (CSE/IT), BCA, MCA and other courses of different Universities of India.

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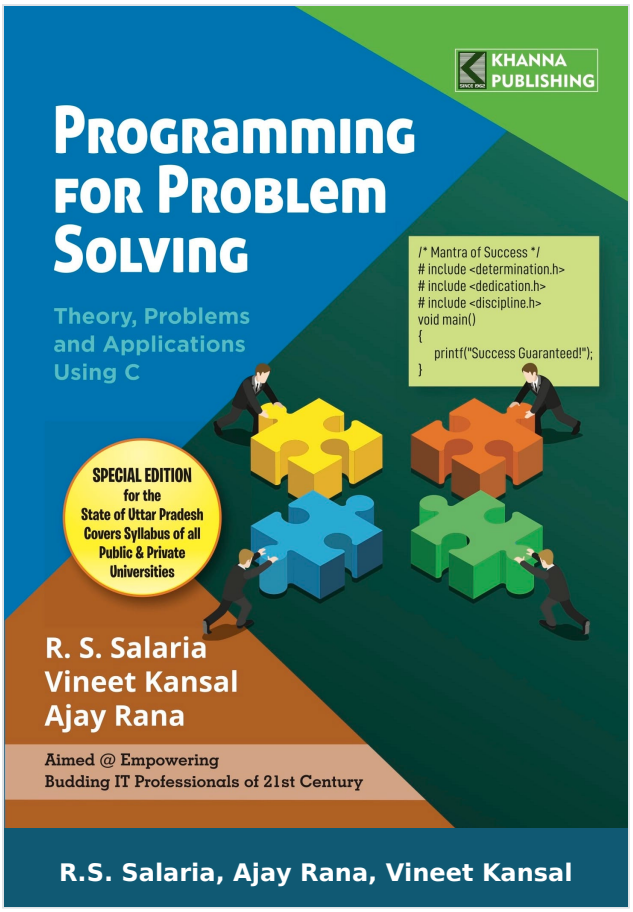

Programming for Problem Solving

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Product Description

This book is specially conceived with an aim to serve not only as a textbook to cover the syllabus of public & public universities, rather a intelligent book (i-book) that empowers readers to acquire 21st century problem solving skills and sharp coding skills.

Therefore, keeping in mind the requirements of 21st Century, a special emphasis is laid on the following aspects:

Designed keeping in mind the objectives of OUTCOME BASED EDUCTION.

Simple and lucid language that enables even an average reader to grasp the fundamental concepts of the subject.

Illustrative examples (165+ in number) to demonstrate the application of the concepts.

Multiple choice questions (225+ in number) to provide an opportunity for self-assessment of the fundamental concepts learned.

Short-answer type questions (192+ in number) to provide an opportunity to synthesize the fundamental concepts learned to answer precisely.

Programming exercises (112+ in number) to provide an opportunity to harness their coding skills.

Coding problems (42 in number) from the IT/IT-enabled industry perspective to conquer the screening phase of the placement process.

Frequently asked questions (43 in number) to conquer the technical round of the CAMPUS PLACEMENT PROCESS with flying colors.

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- Pointers & Dynamic Memory Management
- File Handling
- Preprocessor Directives
- Introduction to Algorithms
- Appendix A : Answers of MCQs
- Appendix B : FAQs for Oral Examination
- Appendix C : Solution of Selected Programming Exercises

Author

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Prof. R.S. Salaria is a superior teacher, a prolific author and a great motivator. He is an alumnus of IIT, Delhi. He is a Certified Software Quality professional by Ministry of Information Technology, Govt. of India: Sun Certified Programmer as well as Sun Certified Trainer by SUN Microsystems. He is a life member of computer society of India, Mumbai: Institution of Electronics and Telecommunication Engineers, New Delhi: Indian Society for Technical Education, New Delhi: Punjab Academy of Sciences, Patiala. Presently, he is talking initiatives to Sensitize the citizens of this great country about their fundamental responsibilities towards society and seeking their contributions to make the society a wonderful place for happy and peaceful living. </p

Ajay Rana

Dr. Ajay Rana Professor, Department of Computer Science & Engineering Dean and Director, Amity University 30+ patents under his name in the field of IoT, Network & Sensors 279+ Research publications Co-authored 6 Books Completed 30 Sponsored Research Projects Senior member, Academic Council & Executive Council, Amity University Strong corporate connect

Vineet Kansal

Prof. Vineet Kansal Professor, Department of Computer Science & Engineering, Institute of Engineering & Technology (IET), Lucknow, Uttar Pradesh Pro Vice Chancellor, Dr. APJ Abdul Kalam Technical University (AKTU), Lucknow, Uttar Pradesh Professor In-Charge (T&P), AKTU, Lucknow Coordinator, Technical Education Quality Improvement Programme (TEQIP-III), AKTU, Lucknow Former Dean (Under Graduate Studies & Enterpreneurship), AKTU Lucknow Alumnus of IIT, Delhi

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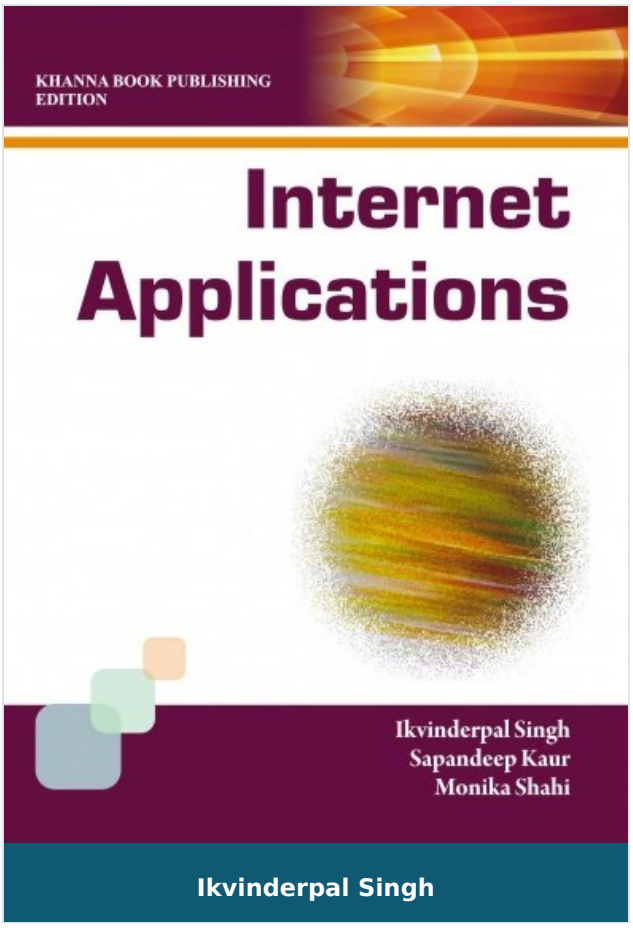

Internet Applications

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Product Description

This book is meant for a wide range of readers, who wish to learn the basic concepts of internet applications. in the book we cover all basic concepts of internet of various Indian Universities in as systematic and simplified manner. While writing this book, it was kept in mind to include only the relevant topics so that it is useful both for learning and reference purpose. Internet application have been introduced from the first principles and discussed in an easy manner, so that a beginner can grasp the concepts of working of internet, E-mail, internet protocols, newsgroup, worldwide web, search engines, internet and extranet, web designing using HTML, DHTML with programming techniques.

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- HTML
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- Javascript
- DHTML
- Search Engines
- Intranet & Extranet

Author

Ikvinderpal Singh

Dr. Ikvinderpal Singh is an Assistant Professor at Trai Shatabdi Guru Gobind Singh Khalsa college Amritsar, bringing 17+ years of academic leadership and research experience to the field of computer science. A Gold Medalist in B.Sc. IT, with an MCA (Distinction) and a Ph.D. in Neural Networks and Image Processing, he is known for blending rigorous research with practical innovation. A prolific academic creator, he has authored 37 books, published 82+ research papers, and designed 100+ industry-aligned skill-development courses. His expertise extends to doctoral evaluation, supervision, and active participation on 100+ editorial and review boards worldwide.

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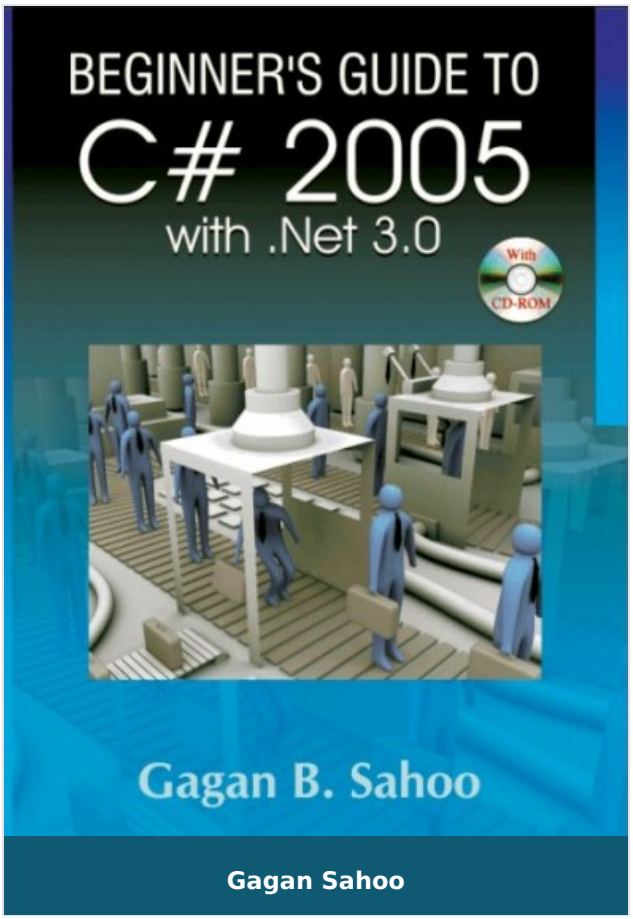

Gagan Sahoo

Beginner's Guide to C# 2005 with Net 3.0

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This well-organized and comprehensive book offers a detailed coverage of Beginner's Guide to C# 2005 (with.net 3.0) including basics. Without assuming any background knowledge of programming, this book teaches C#.NET language using carefully graded approach. The book covers easy-to understand steps, from simple programs to sophisticated ones that demonstrate c#s power for programming development. The book contains 100's of source codes in different chapters in CD.

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- Methods in C#
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- Classes and Objects
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- Interfaces and properties
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Author

Gagan Sahoo

Gagan Sahoo This well -organized and comprehensive book offers a detailed coverage on Visual Basic Programming concept. It contains a rich collection of examples, exercises

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and project based concepts. This book concentrates on the principles of good software engineering and stresses program clarity. without assuming and background knowlwdge of programming, this book teaches VB language using carefully graded approach. The book covers easy-to understand steps, from simple programs to sophisticated ones that demonstrate VBs power for programming development. Using this book you can create different application statring from desktop application; database Handling to Internet based programming. The book contains 100's source codes in different chapters in CD. He has more that 15 Years of experience in the computer field working as a software developer, director of software development. He is a well-known author of various computer books including, VB, C++, Java. Since last 10 years, he has lots of experience in different computer project works. He has written number of project books including Foxpro, C, C++, Vb, etc. He associates Mr. Arvind Kumar working as co-author in various technical projects in .NET technology. He has been Programming in various .NET project and tested so many code on Microsoft's .NET environment. His prime development of Beginner's Guide to VB, C# 2005 (with.NET 3.0), ASP.NET, VB.NET, etc. Which was written to fullfil the need and development guide for the students and developers.

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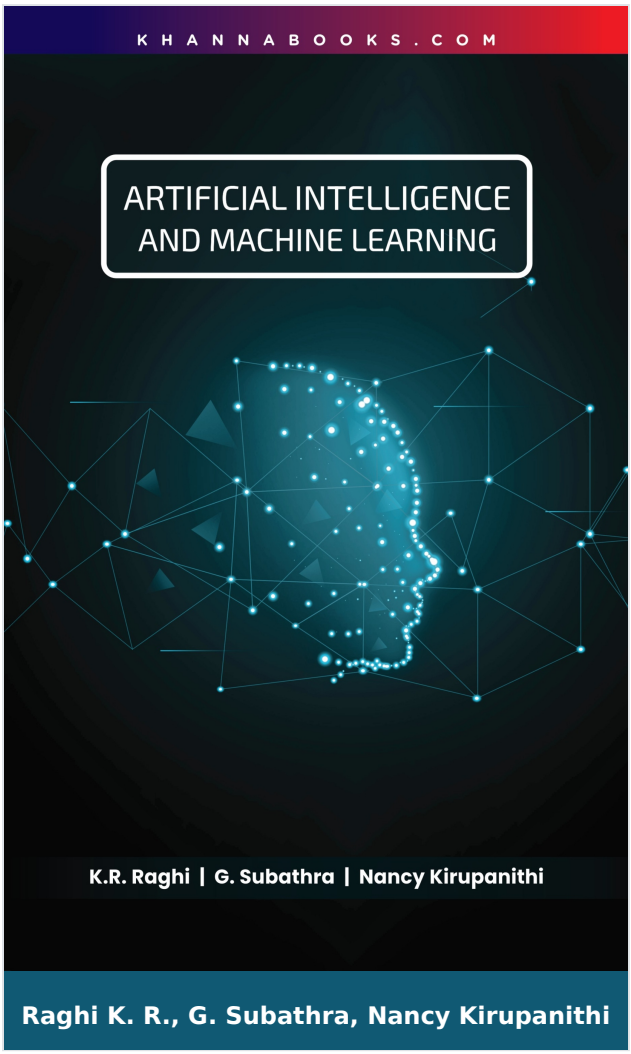

Artificial Intelligence and Machine Learning

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Product Description

Artificial Intelligence and Machine Learning serves as a comprehensive and indispensable guide to two of the 21st century's most transformative fields. Recognizing the remarkable growth of AI and ML, which influences nearly every aspect of modern life—from self-driving cars and virtual assistants to healthcare diagnostics and financial forecasting—this book is designed to provide a structured approach to mastering these complex technologies.

The core purpose of this text is to bridge the gap between theoretical foundations and practical implementations. It begins by establishing the fundamental concepts of Intelligent Agents, their structure, and their decision-making processes, followed by a thorough exploration of uninformed and heuristic search strategies like A* search and optimization methods such as Simulated Annealing. The book then transitions to the heart of learning systems, covering essential Supervised and Unsupervised Learning paradigms, Neural Networks, and techniques to mitigate deep learning challenges like the Vanishing Gradient Problem. Crucially, it dedicates an entire unit to the Design and Analysis of ML Experiments, teaching readers how to validate models rigorously using K-Fold Cross-Validation and statistical tests.

This resource is tailored for a diverse audience, including students, aspiring data scientists, software engineers, and academic researchers, providing the valuable insights necessary to foster innovation and shape the future of intelligent systems. It simplifies daunting topics through easy-to-understand explanations, supplemented by real-world examples and case studies, making AI and ML accessible to all levels of expertise.

Salient Features:

• Intelligent Agent Core: Define the core components and types of intelligent agents (Simple Reflex, Model-Based, Goal-Based, Utility-Based), and analyze their structure and

decision-making processes.

• Advanced Search Methods: Explore heuristic search (A*) and optimization techniques like Hill Climbing and Simulated Annealing for navigating complex, large-scale problem spaces.

• Learning Paradigms: Detailed coverage of Supervised and Unsupervised Learning, along with the principles of PAC Learning and handling Model Selection and Generalization.

• Deep Network Architectures: A unit dedicated to Neural Networks, explaining Multilayer Perceptrons and addressing deep learning challenges like the Vanishing Gradient Problem with solutions like ReLU and Dropout.

• Optimization Techniques: In-depth exploration of network training using Gradient Descent and Error Backpropagation, covering advanced optimization methods like Stochastic Gradient Descent for efficiency.

• Experimental Design: Essential unit on the rigor of ML development, including guidelines for experiments, K-Fold Cross Validation, Bootstrapping, and using statistical tests for model comparison.

• Real-World Applications: Illustrated examples of ML in practice, including Self-Driving Cars, Healthcare Diagnosis, and Personalized Recommendation Systems, showing technology's transformative impact.

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Table Of Contents

- Intelligent Agents
- Problem Solving
- Introduction to Machine Learning
- Natural Networks
- Design and Analysis of Machine learning Experiments

Author

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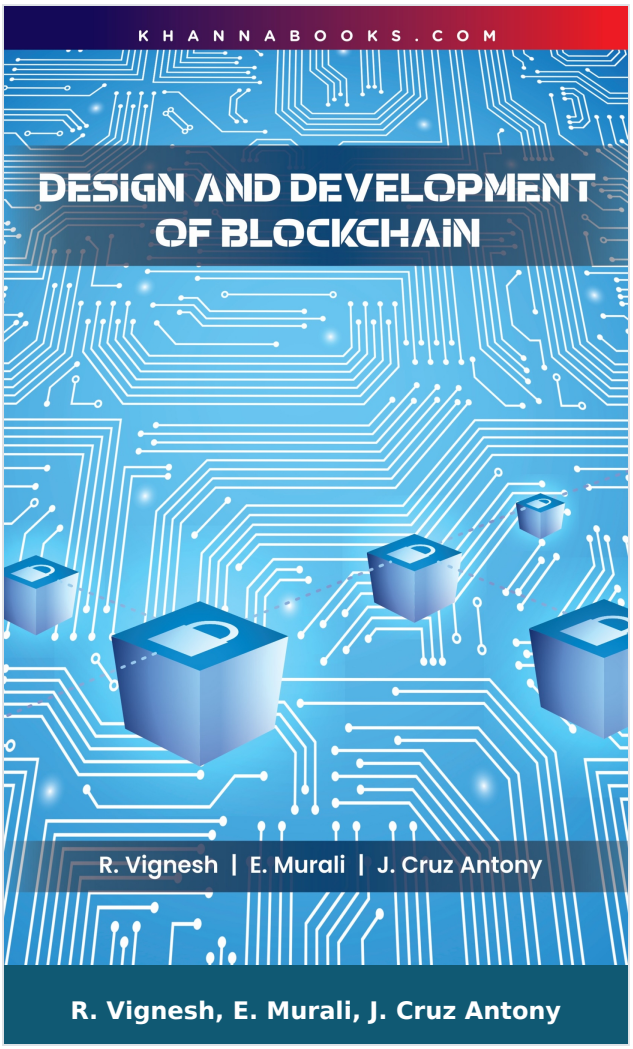

Design and Development of Blockchain

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Product Description

"Design and Development of Blockchain" offers a comprehensive and practical guide to understanding the fundamentals and applications of blockchain technology. The book bridges the gap between theoretical concepts and hands-on implementation by providing detailed coverage of Distributed Ledger Technology (DLT), consensus mechanisms such as Proof-of-Work (PoW) and Proof-of-Stake (PoS), and the principles of cryptoeconomics. Discussions are grounded in real-world blockchain platforms, including Bitcoin and Ethereum.

The primary objective of the book is to equip readers with both conceptual knowledge and practical skills needed to design, implement, and innovate blockchain solutions. It explains decentralization in depth, covering decentralized computing, storage, and communication systems. The text also explores Smart Contract and Decentralized Application (DApp) development while addressing important industry challenges such as scalability, energy efficiency, and security. Additionally, it examines blockchain integration with Artificial Intelligence (AI), Internet of Things (IoT), and Cloud Computing.

This book serves as a valuable resource for students, researchers, developers, and industry professionals interested in building secure, efficient, and future-ready blockchain-based systems.

Salient Features:

- • Cryptoeconomic Principles: Explores the economic incentives and cryptographic security mechanisms that resolve the Byzantine General's Problem in decentralized P2P networks.

  • Architectural Components: Details the core building blocks of a blockchain, including blocks, hashing, digital signatures, and the structural variations in Bitcoin

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and Ethereum blocks.

• Practical Consensus: Clarifies the operation, advantages, and energy trade-offs of major consensus algorithms, such as Proof-of-Work (PoW), Proof-of-Stake (PoS), and other hybrid models.

• Hands-on Chain Building: Provides a step-by-step guide to developing an independent blockchain, covering P2P network creation, Genesis Blocks, registering miners, and block storage.

• Ethereum Development: Offers practical instruction on setting up the Ethereum environment using developer tools like Ganache and Truffle Suite to create, test, and deploy functional Smart Contracts.

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- Components and Structure of Blockchain
- Decentralization Using Blockchain
- Creating an Own Blockchain
- Ethereum Wallet & Smart Contract

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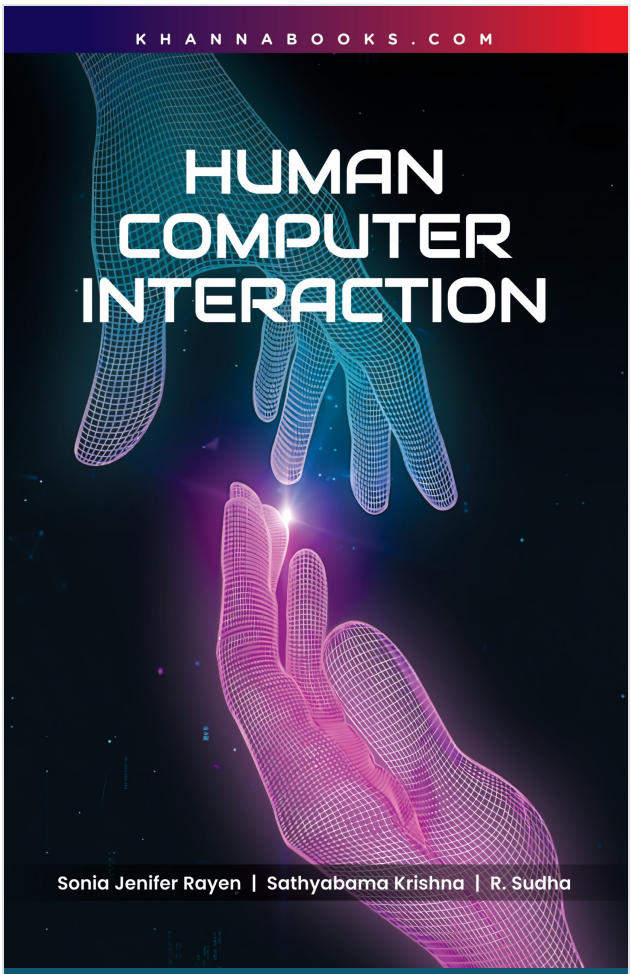

Sonia Jenifer Rayen, Sathyabama Krishna, R. Sudha

Human Computer Interaction

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Product Description

Human-Computer Interaction (HCI) is a comprehensive and structured resource designed to explore the principles, methodologies, and evolving landscape of interaction between humans and computing systems. Recognizing the critical role of HCI in shaping modern digital experiences, this book focuses on creating technology that is accessible, efficient, intuitive, and user-centered. It examines not only the technical dimensions of interface design but also the cognitive, psychological, and social factors that influence how people interact with digital systems across diverse platforms and devices.

The book provides a balanced blend of theoretical foundations and practical applications, enabling readers to develop a deep understanding of user-centered design principles. Beginning with the fundamentals of HCI, it explores human sensory systems, memory, perception, cognition, and information processing before progressing to advanced topics in interaction design and usability engineering. Through systematic coverage of design methodologies and evaluation techniques, readers learn how to create interfaces that improve user satisfaction, efficiency, and accessibility.

A significant emphasis is placed on contemporary application domains, including mobile interfaces, web applications, and interactive systems. The text introduces established cognitive models such as GOMS (Goals, Operators, Methods, and Selection Rules), linguistic models, and cognitive architectures that assist in predicting user behavior and optimizing interface performance. It also examines socio-organizational considerations, stakeholder requirements, and collaborative design approaches essential for successful system development.

Designed for students, researchers, academics, and industry professionals, this book serves as a valuable guide for mastering interface design, usability evaluation, and user experience development. By integrating human factors, cognitive science, and practical

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design methodologies, it equips readers with the knowledge and tools required to build effective, engaging, and user-friendly computing systems.

Salient Features:

- Foundational Principles: Introduces the core objectives of Human-Computer Interaction, including usability, human factors, user-centered design, and the interdisciplinary contributions of computer science and cognitive psychology.
- Human System Analysis: Explores human sensory and perceptual systems, including vision, hearing, touch, memory, cognition, and information-processing mechanisms that influence user interaction.
- Interaction Design: Covers the essential principles of creating intuitive and effective user interfaces, including navigation structures, screen layouts, interaction scenarios, and the role of HCI within the software development lifecycle.
- Cognitive Models: Provides detailed coverage of major theoretical frameworks such as GOMS (Goals, Operators, Methods, and Selection Rules), linguistic models, and cognitive architectures for analyzing and predicting user performance.
- Socio-Technical View: Examines socio-organizational aspects of system design, including stakeholder analysis, communication models, collaboration frameworks, and non-technical factors affecting technology adoption.
- Mobile HCI Deep Dive: Discusses the mobile ecosystem, mobile application frameworks, mobile web technologies, information architecture, and design challenges associated with modern mobile computing environments.
- Web Interface Mastery: Guides readers through user interface design best practices for web applications, including interface components, navigation structures, interaction techniques, and workflow optimization.
- Practical Prototyping: Covers iterative design and prototyping methodologies, including formative and summative evaluation techniques, storyboarding, animation-based prototypes, and limited-functionality simulations for interface

testing and refinement.

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- Modeling HCI
- Web Interface Design

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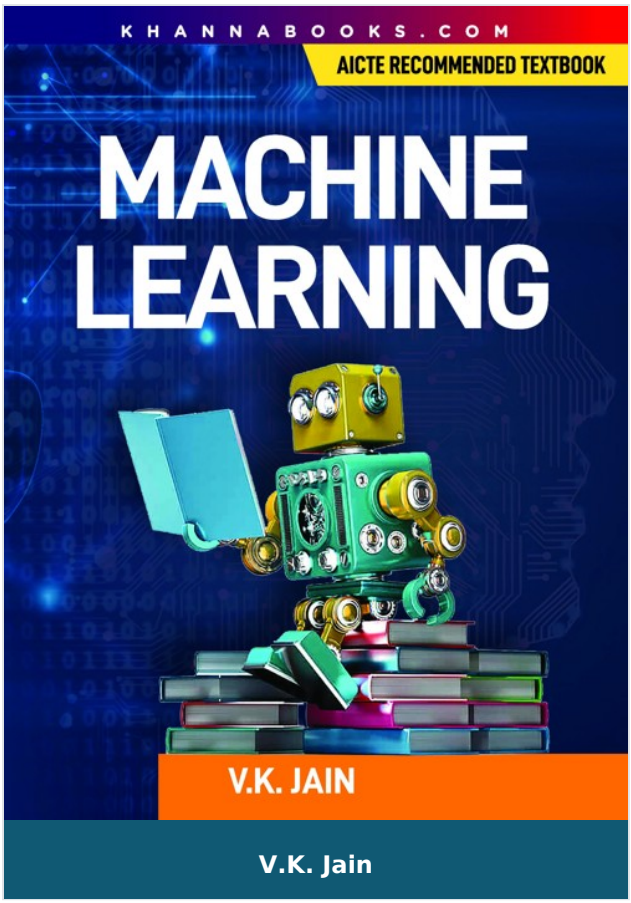

V.K. Jain

Machine Learning

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Product Description

Machine Learning employs techniques and theories drawn from many fields within the broad areas of mathematics, statistics, information science, and computer science, in particular from the sud-domains of machine learning, classification, cluster analysis, data mining, database, and visualization.

Machine learning is perhaps the hottest thing in Silicon Valley right now, especially deep learning. We have Google's class on Tensor Flow, which teaches you everything you need to know to work in Silicon Valley's top companies. The reason why it is so hot is because it can take over many repetitive, mindless tasks. It'll make doctor better doctors, and lawyers better lawyers and it makes cars drive themselves.

For example, when you're booking a taxi, you're shown how much the trip would cost. Or when you're on the trip, you're shown the path the taxi would take to reach your destination. While booking a ride on Uber, you're always told the amount of time the trip would take and how much it would cost. All of that, is Machine Learning!

The overall goal of this book "Machine Learning" is to provide a broad understanding of various faces of Machine Learning environment in an integrated manner. It covers the syllabi of all technical universities in India and aboard.

The first edition of this book is also been awarded by AICTE and placed in AICTE's latest Model Curriculum in Engineering & Technology as well as Emerging Technology.

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- Unsupervised Learning
- Evaluating Machine Learning Algorithms and Model Selection
- Sparse Modelling and Estimation
- Scalable Machine Learning (Online and Distributed Learning)
- Unsupervised Learning
- Annexure 1: Working With R Programming Languages

Author

V.K. Jain

Dr. V.K. Jain is a well known practical engineer who has authored more than 125 books on engineering, management and subjects related with computer science. He obtained degree in Electrical Engineering in 1966 from MACT (Maulana Azad College of Technology) Bhopal. He did M. Tech. in 1968 from MACT and HEL (Now Bharat Heavy Electricals) Bhopal in Design and Production of Heavy Electrical Equipments, an Industry Oriented course run under the sponsorship of UNESCO under Vikram University Ujjain in 1968. He was attached to Electronics Application Engineering Department of BHEL. He presented a thesis on ""Analysis of the performance of speed and excitation regulation System using fast acting integrator type AVR for a large Hydro-generator (15 MW). This was concerned with studying power system from the viewpoint of electronic control systems (based on Nyquist Criteria) through Analog and Digital Computer at one of the premier Institution of India IIT (Indian Institutue of Technology) Kanpur. He personally prepared digital computer program in FORTRAN IV as early as in year 1968 at IIT Kanpur and compiled it on IBM 7044 Main Frame Computer, The fastest Computer in India at that

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time. He joined CPWD as Electrical Engineer on 20.5.1968 on basis of All India Competitive Examination for Central Electrical Engineering Services (Now known as IES) through Union Public Service Commission of India and served CPWD for 35 years. After retirement he worked with M/s CP Kukreja as consultat engineer for nearly one and half years and at present working as Chief Consultant Engineer with M/s Hospitech Management Consultant Pvt. Limited WTC New Delhi and engaged in designing most modern E/M, Electronic services and IBMS in premier Medical colleges and Big Hospital systems including AIIMS at Raipur and Patna.

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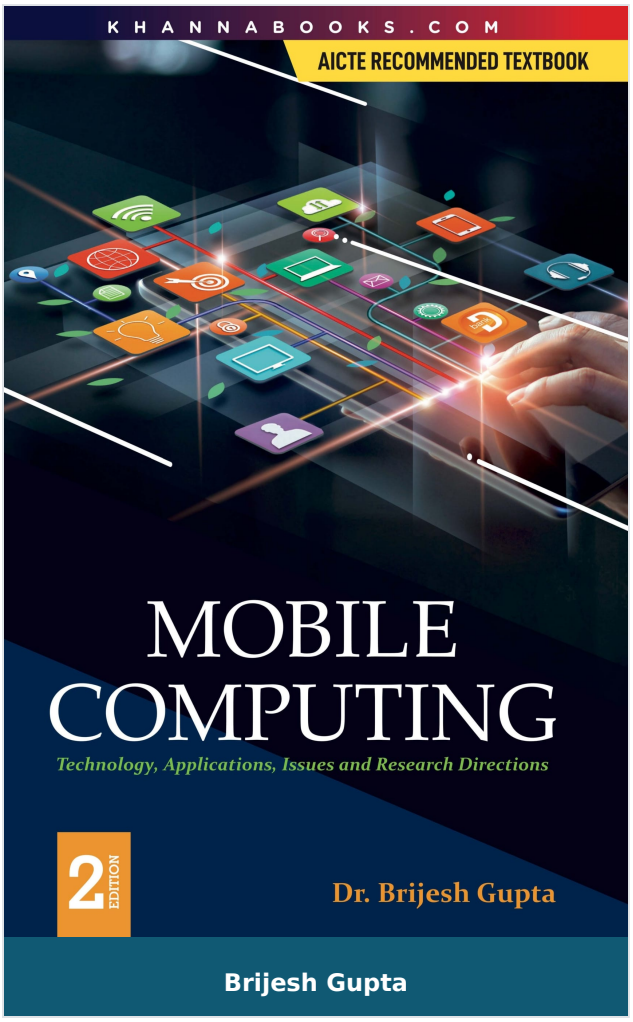

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Product Description

Mobile computing is rapidly becoming a way of life. This is the fastest emerging field, which has created a need for new techniques and solutions. To fulfill need of the hour, this book is designed for graduate and postgraduate students in B. Tech. computer science & Information Technology, computer applications, research scholars and for professionals.

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- Transaction management
- AD Hoc Networks
- Question Bank

Author

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Dr. Brijesh Gupta Dr. Brijesh Kr. Gupta is currently serving as Professor and Head n the Department of MCA at Galgotias College in Engineering & Technology, Greater Noida. He joined teaching Profession in 1991 after his Post Graduation. He has 22 years of teaching, research and administrative experience at various levels in Indian Education System. He served in Ministry of Defense, Govt. of India as a Civilian Officer. To carry out his research work in the area of High Speed Communications, he enrolled himself at Indian Institute of Technology-Roorkee, India in Jan., 1999. He has worked on two major research projects sponsored by U.G.C. New Delhi, and A.I.C.T.E., New-Delhi and completed them successfully. He has served in reputed technical institutes of U.P. Technical University (GBTU & MTU), Lucknow since 2003, after completing his Ph.D.

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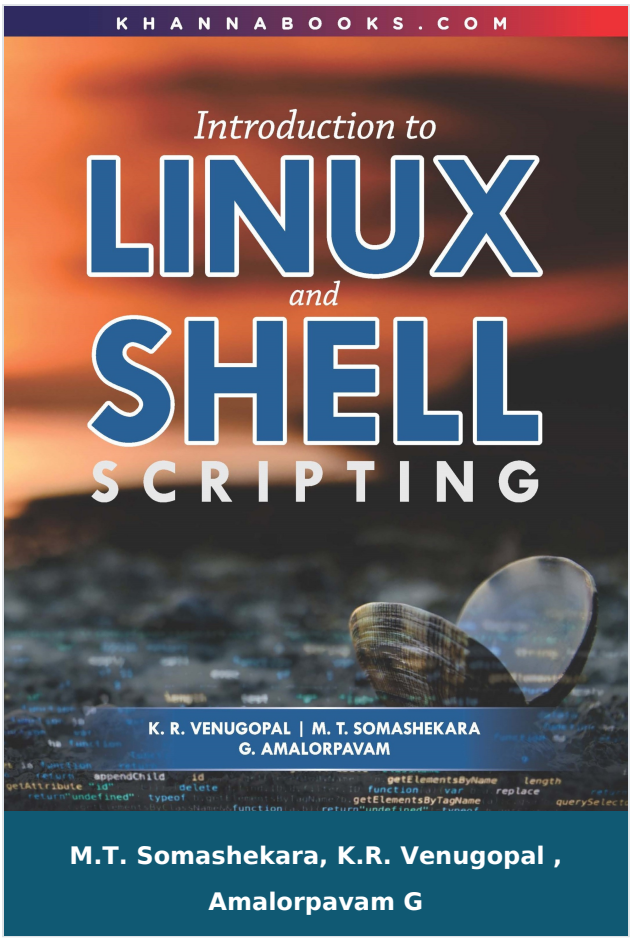

Introduction to Linux and Shell Scripting

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Product Description

Linux is the most popularly used open-source operating system. Linux Operating system is used in servers, clouds, desktops, laptops, and even in mobiles. Since the usage and popularity of Linux operating systems have increased, the demand for quality and comprehensive Linux Books also has increased. There is a demand for Linux books that are easy to understand, offering more practical examples and covering most of the concepts required for the programmer and the learners. Our book caters to these requirements. A lot of practical examples of all the commands and shell scripts are given. Commands and Shell Scripts are executed using the latest version of Ubuntu Linux. Objective-type questions and solutions are provided at the end of each chapter. We are sure that the readers can enjoy the Linux journey and they will surely gain a grip over the Linux operating system, which in turn provides confidence to them to work with Linux systems and also empowers them to face competitive examinations and interviews. We have focused on students as well as Linux programmers. Our book is easy to understand and more user-friendly. Beginners can follow the book comfortably. We have prepared the table of contents by focusing on most of the reputed universities and autonomous colleges. Our book covers the syllabi of most of Indian universities. It will certainly be useful not only for students of Computer Science and Information Technology but for Linux programmers also.

Salient Features:

1. The book is self-readable, comprehensive and highly informative. It covers the concepts of Linux Operating System and Shell Scripting quite exhaustively.

2. It covers syllabi of B.E., BCA, MCA, BSc of most of the Indian universities. It will certainly be useful not only for students of Computer Science and Information Technology but for the Linux Developers as well.

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3. It certainly gives the necessary skills to the learners to develop any type of application.

The learns can get the necessary skills to work on Linux Servers.

4. Linux commands are explained systematically. Practical examples are given for each and every command. The commands are executed using the latest version of Ubuntu one of the popular Linux Distro.

5. Detailed information is given about how to use text editors such as vi editor and others.

6. It provides comprehensive coverage of the concepts such as Filters, Awk programming, and Linux Stream Editor.

7. Summary, review questions and MCQs are given abundantly at the end of each chapter to recapitulate the concepts quickly and reinforce learning.

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- Process Management
- Managing Process Execution
- Communication Facility in Linux
- Linux System Administration
- Disk Management in Linux
- Administering Printers
- Solutions to MCQs and True/False Questions
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has several research papers to his credit in national and international journals. He is a life member of ISTE CSI, ISCA, and IUPRAI. His areas of academic interest include Data Structures, Algorithms, Programming Languages, Operating Systems, and Databases. His areas of research include Image Processing and Pattern Recognition. K.R. Venugopal K.R. Venugopal is the Vice-Chancellor of Bangalore University. He has an illustrious, distinguished, and brilliant academic career with Eleven degrees including two Ph.Ds, one in Economics from Bangalore University and another Ph.D. in Computer Science and Engineering from IIT Madras. He has served UVCE and Bangalore University for over the last four decades. He received his ME degree in Computer Science Engineering from the Indian Institute of Science, Bangalore, Bachelor of Engineering in Electronics and Communications from UVCE and has also obtained degrees in Law, Journalism, Public Relations, Business Finance, Economics, Industrial Relations, and Communications. He was a Post Doctoral Research Scholar and Visiting Professor at the University of Southern California, USA. He has authored and edited 72 books in Economics and Computer Science published more than 1000 papers in refereed International Conferences and Journals and has been credited with 24 patents. He has established two Engineering colleges and two schools in Bangalore. He has awarded Ph.Ds to 30 students and informally guided more than 150 Research Scholars and supervised more than 700 Post Graduate dissertations in Computer Science and Engineering. He received IEEE Fellow and ACM Distinguished Educator award from the USA for his outstanding contributions to Computer Science and Engineering. Amalorpavam G Amalorpavam G. is with the Department of Computer Science, Sambhram Academy of Management Studies, affiliated to Bangalore University, Bengaluru. She did her MCA from Baharathidasan University and M.Phil from Alagappa University, Tamilnadu. She has 19 years of teaching experience. She has many research papers to her credit in national and international journals. Her areas of academic interest include Software Engineering, Programming Languages, Operating Systems, Relational Database Management Systems, Object-Oriented Analysis and Design and Artificial Intelligence. Her areas of research include Image Processing and

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