

Software Engineering

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Product Description

Each and every chapter covers the contents up to a reasonable depth necessary for the intended readers in the field. The book consists in all about 1200 exercises based on the topics and sub-topics covered. Keeping in view the emerging trends in newly emerging scenario with new dimension of software engineering, the book specially includes the following chapters, but not limited to these only. This book explains all the notions related to software engineering in a very systematic way, which is of utmost importance to the novice readers in the field of software Engineering.

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Table Of Contents

- Historical Evolution of Software Engineering
- Software Life cycle Models
- Software Project Management
- Software Project Estimation and Risk Management
- Requirements Engineering and Specifications
- Software Design Fundamentals
- Software Design Strategies and Methods
- Structured Analysis and Design Tools
- User Interface Design
- Coding
- Software testing Techniques and Strategies
- Software Measures, Metrics and Models
- Software Quality and Quality Assurance
- Software Quality Standards and Models
- Software Reliability and Reliability Models
- Software Safety and Hazard Analysis
- Computer Aided Software Engineering (CASE) Tools
- Software Maintenance and Maintenance Costs
- Software Configuration Management
- Software Reuse and Activities
- Component- Based Software Engineering
- Software Architecture
- Software Documentation

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- Software Re-engineering

Author

Nasib Singh Gill

Dr. Nasib Singh Gill is a high profile and an acknowledge teacher. Dr. Gill obtained his Ph.D. degree in Computer Science in March 1996 under the supervision of a very renowned and an eminent Computer Scientist, Pro-Head, Department of Computer Science & Applications, M.D. University, Rohatak. He is working in Department of Computer Science & Applications, M.D. University, Rohtak since its inception in Feb. 1990. Presently, he is working as Senior Faculty in the department and has more than 10.5 years of teaching experience. His area of research is 'Software Metrics', a sub-area of 'Software engineering' discipline and presently he is orienting himself in the area of 'Information Technology'

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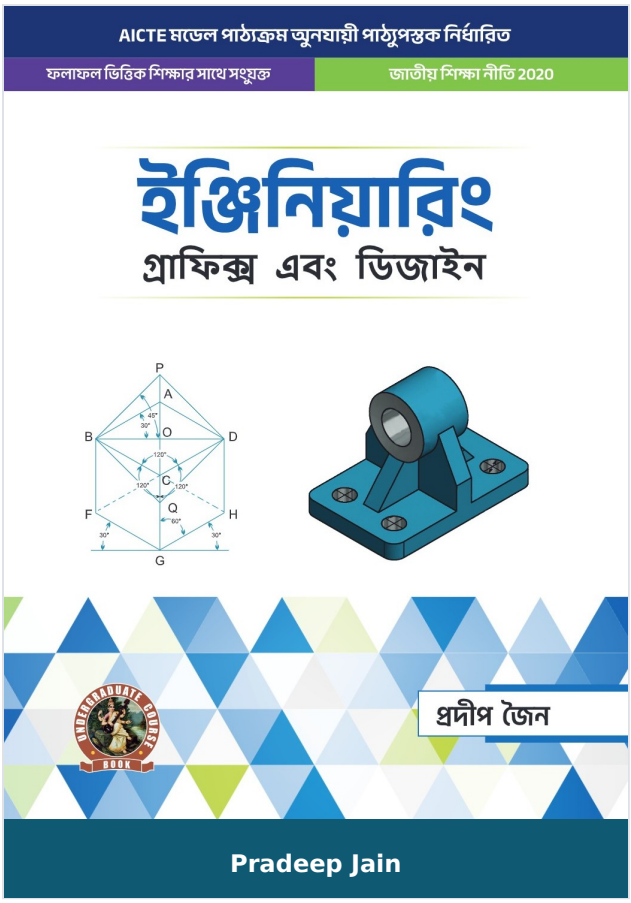

Engineering Graphics & Design

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Product Description

This textbook “Engineering Graphics and Design” is based on the latest outcome based model curriculum of the AICTE. The book covers complete syllabus catering requirements of all major technical universities and institutes and provides insights into traditional engineering graphics as well as treats of the subject using 2D and 3D design software. It offers technical details, current standard, real world examples and clearly explains theory and technique in highly visual and concise format. The topic covered in this book are arranged into 9 chapters comprising self-explanatory diagrams and solved examples.

Salient Features:

1. Introduction of Engineering Drawing.
2. Orthographic Projection.
3. Projection of Solids.
4. Section of Solids and Development of Surfaces.
5. Isometric Projection.
6. Overview of Computer Graphics.
7. CAD Drawing.
8. Solid Modelling.
9. Team Design Project.

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Table Of Contents

- Foreword
- Acknowledgement
- Preface
- Outcome Based Education
- Course Outcomes
- Abbreviations and Symbols
- List of Figures
- List of Tables
- Guidelines for Teacher
- Guidelines for Students
- Introduction of Engineering Drawing.
- Orthographic Projection.
- Projection of Solids.
- Sectional Views of Solids.
- Isometric Projection.
- Overview of Computer Graphics.
- Customization &CAD.
- Annotation Layers and 3D Modelling.
- Projects.
- Reference
- CO and Po Attainment Table
- Index.

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Author

Pradeep Jain

Pradeep Jain has 15 years of experience in teaching and industry in CAD/CAM. presently he is working as an associate professor in the Department of Mechanical Engineering, Ajay Kumar Garg Engineering College, Ghaziabad. He is providing training and consultancy in CAD/ CAM field.

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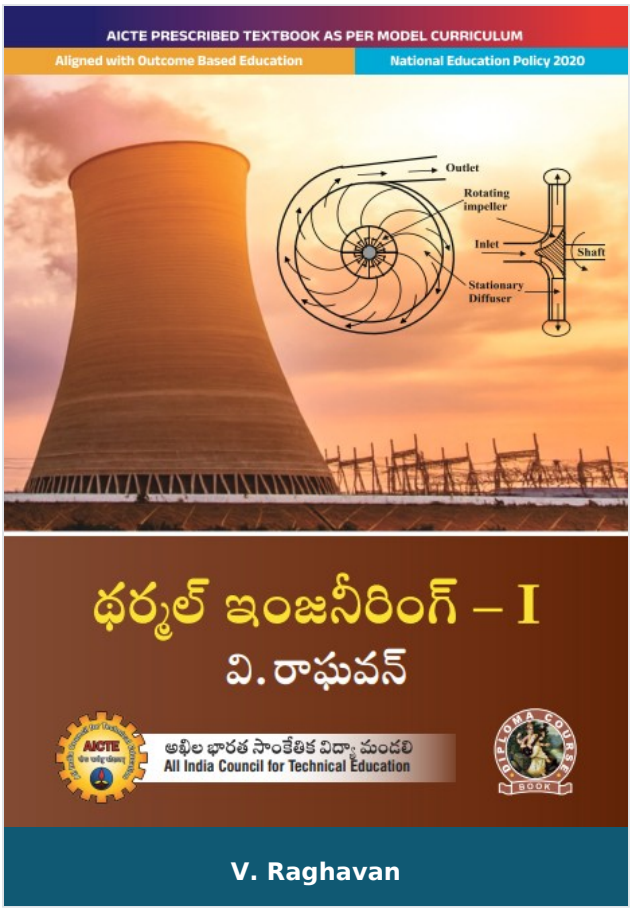

Thermal Engineering - I

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Product Description

Thermal Engineering - I

This book introduces various energy sources; fossil and renewable fuels, their properties, followed by other non-conventional sources such as nuclear and furl cells. It discusses the types of heat engines; diesel engine, petrol engine, their working principle, components and standard thermodynamic cycles. The book provides insights of various system and IC engines such as fuel injection system, ignition system, lubricating system and also briefly covers governing of IC engines. Further this book provides basic insights of the important parameters to evaluate the performance of I.C. engines. Finally, useful discussions on the fundamentals of air compressors and their types, vapour compression refrigeration system, types of refrigerants, types of air conditioning, and seasonal air conditioning. This book also presents the method to conduct experiments for measuring Important properties used in the analysis.

Salient features:

- Content of the book aligned with the mapping course outcomes, programs and Units Outcomes.
- In the beginning of each unit learning outcomes are listed to make the student understand what is expected out of him/her after completing that unit.
- Book provides lots of recent information, interesting facts, QR code for E-resources, QR code for use of ICT, projects, group discussion etc.
- Student and teacher centric subject materials included in book with balanced and chronological manner.
- Figures, tables, and software screen shots are inserted to improve clarity of the topics.

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- Apart from essential information a ‘know more’ section is also provided in each unit to extend the learning beyond syllabus.
- Short questions, objective questions and long answer exercises are given for practice of students after every chapter.
- Solved and unsolved problems including numerical examples are solved with systematic steps.

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Table Of Contents

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- Acknowledgement
- Preface
- Outcome Based Education
- Course Outcomes
- Guidelines for Teachers
- Guidelines for Students
- Abbreviations and Symbols
- List of Figures
- List of Tables
- Sources of Energy.
- Internal Combustion Engines.
- C. Engine Systems.
- Performance of I.C. Engines.
- Air Compressors, Refrigeration & Air Conditioning
- CO and PO Attainment Table
- Index

Author

V. Raghavan

Dr. V. Raghavan

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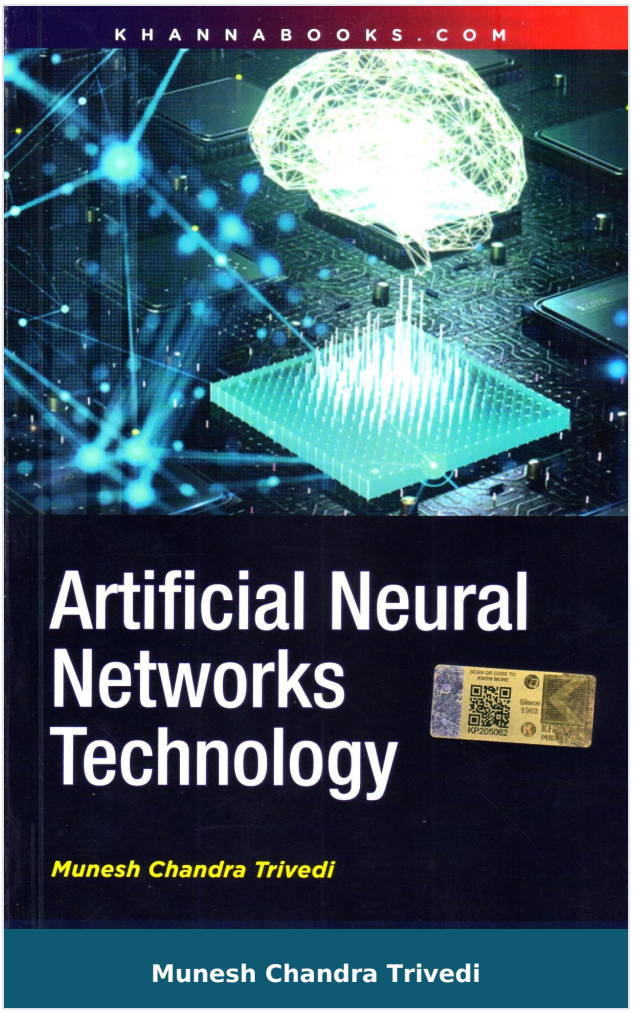

Artificial Neural Networks Technology

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Product Description

There are many books available in the market on the proposed topic but none of them can be termed as comprehensive. Besides, students face many problems in understanding the language of the books. Keeping these points in mind, artificial neural network Technology was prepared. which should be simple enough to comprehend and comprehensive enough to encompass all the topics of different institutions and universities. Simple & easily understandable language. Includes real world examples to illustrate the concepts, contains latest topics such as downsizing & right sizing, etc, provides numerous illustrations, examples and end-chapter exercises.

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Table Of Contents

- Introduction and Purpose
- What is Artificial Neural Networks
- Application of Artificial Neural Network Classification
- Supervised Learning
- Unsupervised Learning
- Models of Artificial Neural Network
- Network Selection
- How Artificial Neural Networks Are Being Used
- Emerging Technologies
- Software Architecture
- Network-based Application Architecture
- Network-based Architectural Styles
- Designing the Web Architecture: Problems and Insights
- Representational State Transfer (REST)
- Experience and Evaluation

Author

Munesh Chandra Trivedi

Dr. Munesh Chandra Trivedi has more than 20 years of experience in the field of computer science & Engineering and has worked in Prestigious Institutions. He has more than 10 years' experience in various administrative responsibilities e.g., Dean (academics), Head of Department, TEQIP-111 Coordinator, PG coordinator, EDC cell Coordinator. Currently working Tripura, India, and Associate Professor and HoD (IT), Rajkiya Engineering College, Azamgarh, up (state Govt Institution of UP) with the

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additional responsibility of Dean Academics of the institute & Associate Dean UG Programs, Dr. APJ Abdul Kalam Technical University, Lucknow (State Technical University). He was also the Director (In-charge) at Rajkiya Engineering College, Azamgarh. He had successfully filed 81 patents (65 National and 16 International Patents (Germany, South Africa, and Australia)), out of which 40 patents were granted. He has published 12 textbooks and 168 research papers in different International Journals and proceedings of repute. He has also edited 38 books for springer Nature. He successfully supervised 14 PhD students and received numerous awards, including the Young scientist Visiting Fellowship, Albert Einstein Research scientist Award, Best senior Faculty Award, Outstanding Scientist, Dronacharya Award, Author of the Year, and vigyan Ratan award from different national, as well as international forums. He has organized more than 32 international conferences technically sponsored by IEEE, ACM, AND Springer. Dr.

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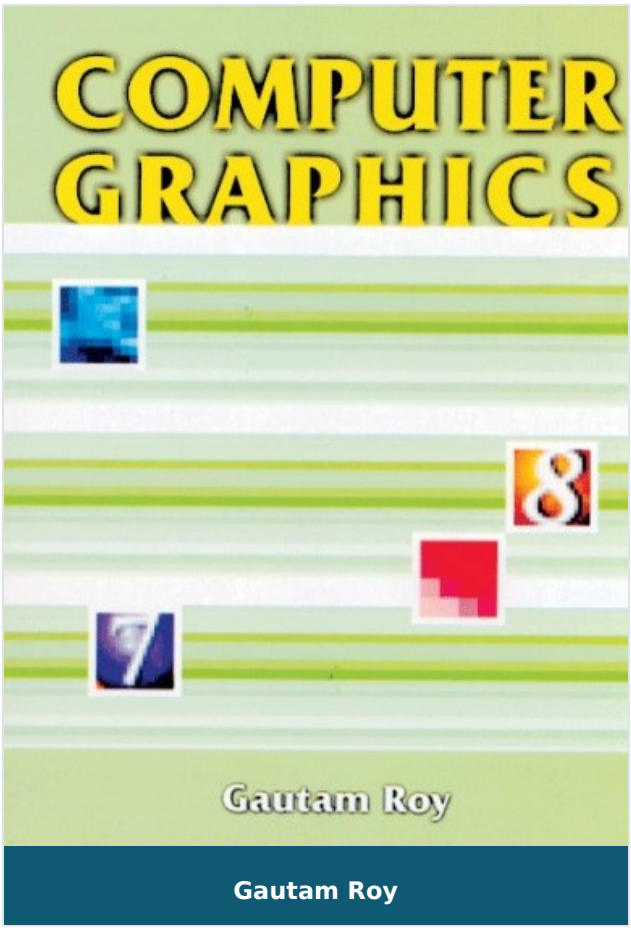

Gautam Roy

Computer Graphics

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Product Description

This book is basically made for the B.E. and M.C.A. level of students thought it will be immense helpful for all- who want to learn the subject computer graphics as a whole. The book covers the complete area of computer graphics, especially on the theories and application parts related to real life problems and their corresponding operation procedures. The book consists of more than 100 ready to use examples, ample number of related figures and sketches to supplement the theories have also been incorporated. The theories and examples are illustrated with a very lucid and easy to understand language which will be of immense helpful to the readers, students in particular. This book will not only be helpful to the students of computer graphics, but it will also help all the students and professionals who want to learn computer graphics and its multifaceted uses.

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Table Of Contents

- Introduction to Computer Graphics
- Elementary Drawing Algorithms
- Transformation
- Three Dimensional Graphics System
- Graphics Application Area
- Programming Examples

Author

Gautam Roy

Dr. Gautam Roy obtained his B.E.E., M.E.E and Ph.D. degrees from Jadavpur University, Kolkata and was awardered the foreign fellowship to work abroad. He was attached with different hardware and software consultancy jobs and acted as senior faculty members to different reputed institutes like Institution of Engineers, The Institute of Computer Engineers (India), St. Xavier's College Computer Centre, Rabindra Bharati University Computer Centre, Institute of Modern Management and many others and was actively attached in the field of education for nearly two decades. he was also a paper setter and examiner of different universities and professional examinations. Currently Dr. Roy is working as Senior Scientist in the field of computer applications in a government research laboratory.

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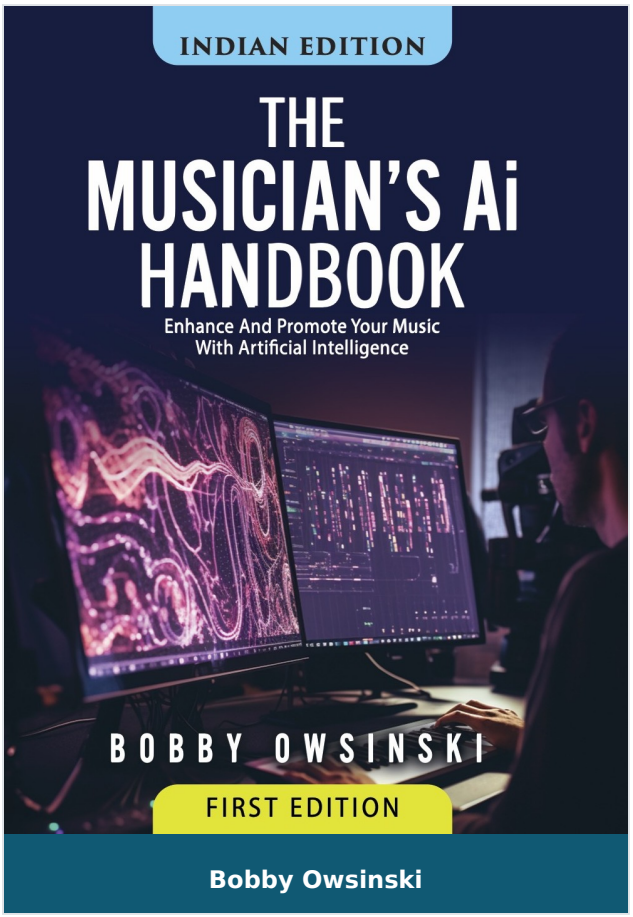

The Musician's Ai Handbook (Indian Edition)

Author :	Bobby Owsinski
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Product Description

The Musician’s Ai Handbook is a comprehensive look at how musicians, artists, songwriters, producers, and anyone in the music business can use artificial intelligence as a highly creative tool to generate new ideas and help to promote their music. It’s packed with useful how-to’s to help you get the most out of just about any Ai platform, while showing you skills and fundamentals that won’t become outdated.

Part 1 of the book explains Ai’s buzzwords in a way that anyone can understand then takes a look at the many gray areas of Ai copyright that users must be concerned with.

Part 2 looks at using Ai composition and production platforms to develop new song and lyric ideas, and how the many Ai audio tools and plugins, and the Ai mixing and mastering platforms can lift your songs to a pro level.

Finally, Part 3 covers the latest in Ai graphics and video generation, as well as the best ways to use Ai chatbots for music business and promotion.

Topics include:

. How Ai music generation really works so you’ll know what it can and can’t do

. Why looking closely at Ai copyright can save you from legal problems down the road

. How a well- crafted mega prompt can generate the best Ai results

. How to use AI audio tools for compression, EQ. limiting, reverb, noise reduction, track separation, and song analysis to make your mixes sound more professional

. Everything you wanted to know about virtual singers and voice cloning to take song’s vocals to another level

. Tips for using Ai composition platforms to generate new songs and lyric ideas that you never would have thought of

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. Getting the most from Ai music video-generation platforms

. How to use Ai image generation to create pro-level graphics and branding

. Why using a chatbot to design music marketing and release plans can save you money

And much more

If you’re worried that Ai will sap your creativity or move too fast for you to keep up, then The Musician’s Ai Handbook will put your mind at ease as it proves that artificial intelligence is just an extremely helpful tool. Follow renowned author, producer and engineer Bobby Owsinski as he takes you through everything you need to know to make Ai the best music friend you’ve ever had.

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Table Of Contents

- TABLES OF CONTENTS
- Introduction
- What This Book Is About
- Did I Use Ai to Write This Book?
- PART I
- The Foundation of Ai
- Ai Copyright
- PART II
- Ai Composition
- Ai Music Production Tools
- Ai Audio Tools
- Ai Mixing and Mastering
- PART III
- Ai Graphics Platforms
- Ai Video Platforms
- Ai Marketing Platforms
- The Future of Ai Music
- Glossary
- Ai Music Tools and Services
- About Bobby Owsinski

Author

Bobby Owsinski

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Bobby Owsinski is one of the bestselling authors in the music industry with 24 books that are staples in audio recording, music and music business programs in colleges around the world, including the Mixing Engineer’s Handbook, The Music Producer’s Handbook, Music 4.0: A Survival Guide for Making Music in the Internet Age, and more. He’s also a contributor to Forbes covering the new music business, his popular production and music industry blogs are over 8 million visits, and he’s appeared on CNN and ABC News as a music branding and audio expert. Visit BobbyOwsinskiBlog.com, his music industry blog at Music3Point0.com, his podcast at BobbyOInnerCircle.com, and his website at BobbyOwsinski.com.

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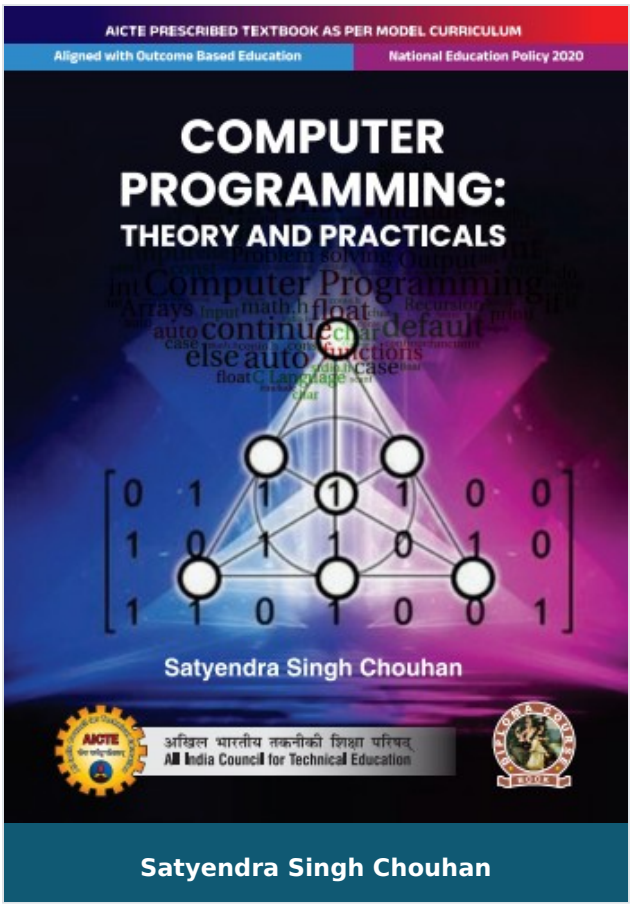

Computer Programming: Theory and Practicals

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Product Description

Computer Programming: Theory and Practicals

This book is written to provide fundamental knowledge of problem-solving using c programming language for beginners. It employs real-life examples for better understanding. It covers topics such as the foundation of c programming, input-output in c, control statements, Arrays and functions, and recursion & recursive solutions. This book is an amalgamation of theoretical understanding and practical applications.

This book includes visuals and step-by-step solutions for explaining the key concepts. This book is aimed at diploma and undergraduate engineering students to enhance their problem-solving skills.

Salient features:

- Content of the book aligned with the mapping course outcomes, programs and Units Outcomes.
- In the beginning of each unit learning outcomes are listed to make the student understand what is expected out of him/her after completing that unit.
- Book provides lots of recent information, interesting facts, QR code for E-resources, QR code for use of ICT, projects, group discussion etc.
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- Solved and unsolved problems including numerical examples are solved with systematic steps.

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Table Of Contents

- Foreword
- Acknowledgement
- Preface
- Outcome Based Education
- Course Outcomes
- Guidelines for Teachers
- Guidelines for Students
- Abbreviations and Symbols
- List of Figures
- List of Tables
- Problem solving using Computers
- Operators and Input-Output in c
- Control statements in c
- Arrays and Functions in C
- Recursion and recursive solutions
- Appendices
- References for further learning
- CO and PO Attainment table
- Index

Author

Satyendra Singh Chouhan

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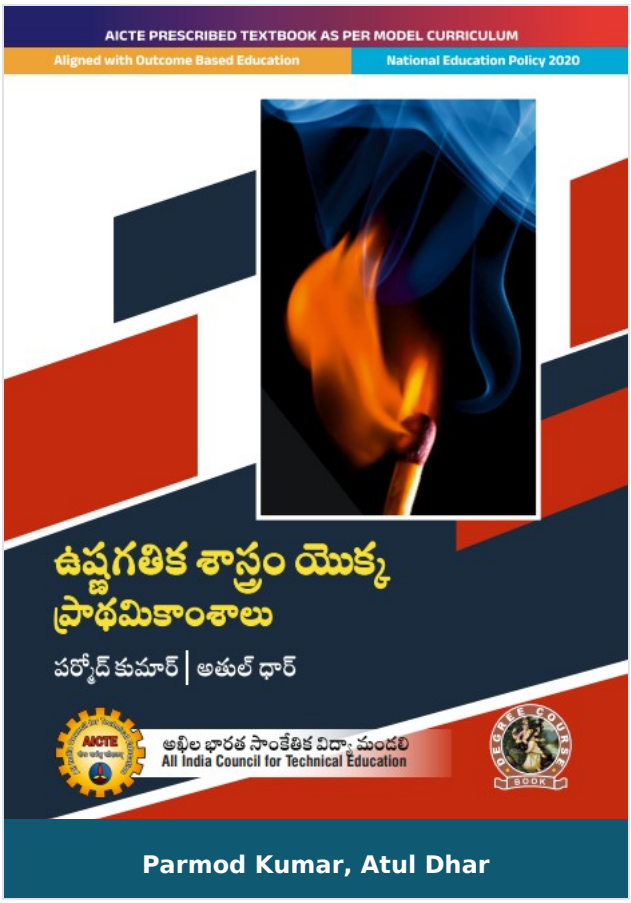

Basics of Thermodynamics

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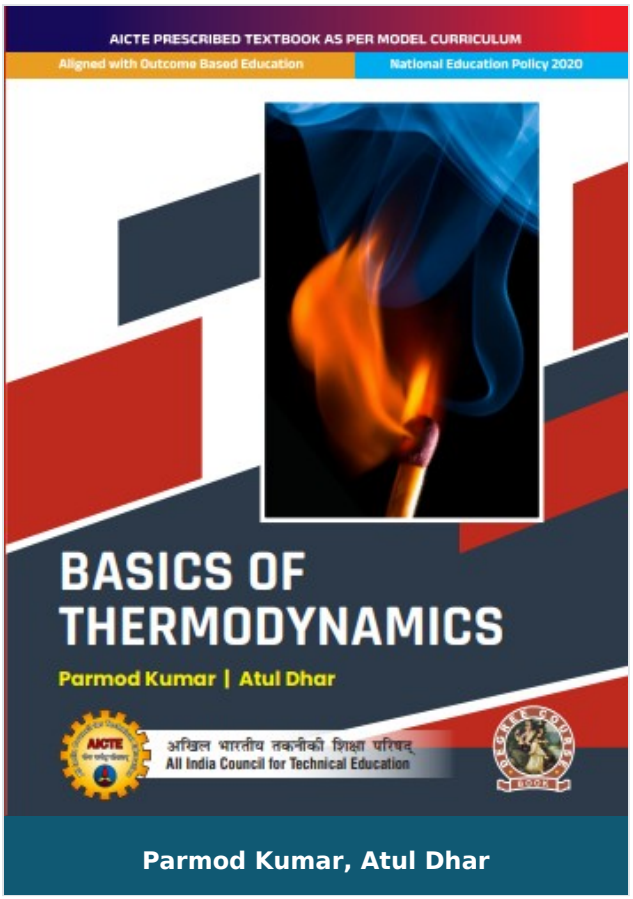

Basics of Thermodynamics

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Product Description

Basics of Thermodynamics

This book titled Basics of Thermodynamics introduces the subject from the theoretical concepts to its applications in different energy conversion devices. The content of the book is designed as per the model curriculum of AICTE and mandates of the National Education Policy (NEP) 2020. The content of the book is described in a manner that beginners can follow the concepts in comfortable and cohesive manner. The content of the book is developed for entry level undergraduate students; however, it can be used by practicing engineers and graduate students for the comprehensive learning of the subject.

Salient Features:

- Content of the book aligned with the mapping of Course Outcomes, Programs Outcomes and Unit Outcomes.
- In the beginning of each unit learning outcomes are listed to make the student understand what is expected out of him/her after completing that unit.
- Book provides lots of recent information, interesting facts, QR Code for E-resources, QR Code for use of ICT, projects, group discussion etc.
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- Figures, tables, and software screen shots are inserted to improve clarity of the topics.
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Table Of Contents

- Foreword
- Acknowledgement
- Preface
- Outcome Based Education
- Course Outcomes
- Guidelines for Teachers
- Guidelines for Students
- Abbreviations and Symbols
- List of Figures
- List of Tables
- Introduction and fundamental concepts
- Energy and the First Law of Thermodynamics
- Properties of Pure Substance
- Energy Analysis for Control Volumes
- Second Law of Thermodynamics
- Entropy
- Exergy
- Basic Power and Refrigeration Cycles
- Appendices
- CO and PO Attainment Table
- Index

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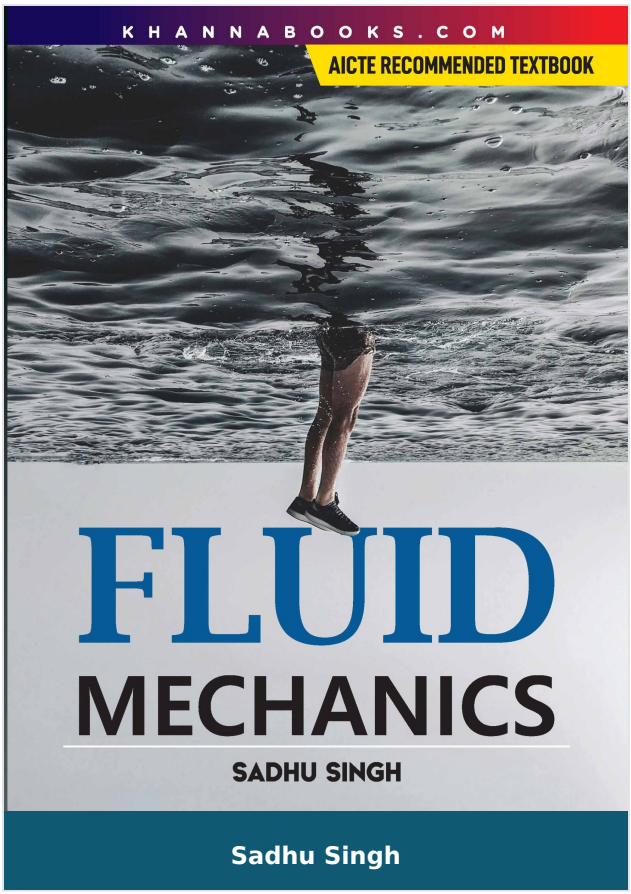

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Table Of Contents

- Fluid Properties
- Fluid Statics
- Fluid Kinematics
- Fluid Dynamics
- Compressible Fluid Flow
- Viscous Flow
- Flow Through Pipes
- Boundry Layer flow
- Turbulent Flow
- Fluid Measurement
- Dimensional and Model Analysis
- Notches and Weirs
- Flow through Open Channels
- Potential Flow
- Multiple Choice Questions
- Index

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