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Lex & Yacc
Programming With C Ind
Adap Ed
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Performance TCP/IP Networking
Information Systems:
Foundation of E-Business, 4/e
A Treatise On Discrete
Mathematical Structures
Beginning Shell Scripting
Pro
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UNIX System Programming Using
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Head First C
Discrete Mathematical
Structures
Probability & Statistics
Internet Technology
and Web Design
Basics Of Perl

Web Technologies

A developed, complete treatment of undergraduate probability and statistics by a very well known author. The approach develops a unified theory presented with clarity and economy. Included many examples

and applications. Appropriate for an introductory undergraduate course in probability and statistics for students in engineering, math, the physical sciences, and computer science.(vs. Walpole/Myers, Miller/Freund, Devore, Scheaffer/McClave, Milton/Arnold)

Lex & Yacc

Programming With C Ind Adap Ed

This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals. Computer animation and graphics—once rare, complicated, and comparatively expensive—are now prevalent in everyday life from the computer screen to the movie screen. Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL®, 6e, is the only introduction to computer graphics text for undergraduates that fully integrates OpenGL 3.1 and emphasizes application-based programming. Using C and C++, the top-down, programming-oriented approach allows for coverage of engaging 3D material early in the text so readers immediately begin to create their own 3D graphics. Low-level algorithms (for topics such as line drawing and filling polygons) are presented after readers learn to create graphics.

WEB PROGRAMMING BUILDING INTERNET APPLICATIONS, 2 ED

The new text on networking adopts a consistent approach to covering both the theory of basic networking technologies as well as practical solutions to networking problems. The structure of the book helps students to form a picture of the network as a whole. Essential and supplemental material to help both instructors and students will be made available from the booksite which will include visualisations of networking problems and solutions.

Programming In Java2

Written by best selling author, Raj Jain, and his authoritative co-author, this book features leading edge issues and solutions for high performance TCP/IP networking, this easy-to-read book provides a one-stop-shop for coverage of the many changes to the TCP protocol over the last two decades and all important research results. Professionals can keep themselves up-to-date with advances in this area and learn many potential performance problems and solutions for running TCP/IP in the emerging networking environment. An international expert in the field captures state of the art topics in each chapter in the five-part organization. Part I introduces the scope of the book, Part II provides detailed coverage of the tools and techniques for performance evaluation of TCP/IP networks, Part III examines the performance concepts and issues for running TCP/IP in the emerging network environment, Part IV discusses congestion control, and Part V explores the performance issues in implementing TCP/IP in the end system. For network engineers, R&D managers,

research scientists, and network administrators.

High Performance TCP/IP Networking

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. *Web Technologies: A Computer Science Perspective* is ideal for courses in Web-based Systems (aka Web/Internet Programming/Systems) in Computer Science, MIS, and IT departments. This text introduces the key technologies that have been developed as part of the birth and maturation of the World Wide Web. It provides a consistent, in-depth treatment of technologies that are unlikely to receive detailed coverage in non-Web computer science courses. Students will find an ongoing case study that integrates a wide spectrum of Web technologies, guidance on setting up their own software environments, and a variety of exercises and project assignments.

Information Systems: Foundation of E-Business, 4/e

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

A Treatise On Discrete Mathematical Structures

The new edition of a bestseller, now revised and update throughout! This new edition of the unparalleled bestseller serves as a full training course all in one and as the world's largest data storage company, EMC is the ideal author for such a critical resource. They cover the components of a storage system and the different storage system models while also offering essential new material that explores the advances in existing technologies and the emergence of the "Cloud" as well as updates and vital information on new technologies. Features a separate section on emerging area of cloud computing Covers new technologies such as: data de-duplication, unified storage, continuous data protection technology, virtual provisioning, FCoE, flash drives, storage tiering, big data, and more Details storage models such as Network Attached Storage (NAS), Storage Area Network (SAN), Object Based Storage along with virtualization at various infrastructure components Explores Business Continuity and Security in physical and virtualized environment Includes an enhanced Appendix for additional information This authoritative guide is essential for getting up to speed on the newest advances in information storage and management.

Beginning Shell Scripting

Pro C# with .NET 3.0, Special Edition

In this second edition of his best-selling book, *Data Structures and Algorithm Analysis in C*, Mark Allen Weiss, continues to refine and enhance his innovative approach to algorithms and data structures. Using a C implementation, he highlights conceptual topics, focusing on ADTs and the analysis of algorithms for efficiency as well as performance and running time. Dr Weiss also distinguishes *Data Structures and Algorithm Analysis in C* with the extensive use of figures and examples showing the successive stages of an algorithm, his engaging writing style, and a logical organization of topics.

- greedy algorithms,
- divide and conquer algorithms,
- dynamic programming,
- randomized algorithms,
- and backtracking

- * Presents current topics and newer data structures such as Fibonacci heaps, skew heaps, binomial queues, skip lists, and splay trees
- * Contains a chapter on amortized analysis that examines the advanced data structures presented earlier in the book
- * Provides a new chapter on advanced data structures and their implementation covering red black trees, top down splay trees, treaps, k-d trees, pairing heaps, and more
- * Incorporates new results on the average case analysis of heapsort
- * Offers source code from example programs via anonymous FTP

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Web Programming

For an introductory, one or two semester, sophomore-junior level course in Probability and Statistics or Applied Statistics for engineering, physical science, and mathematics students. This example- and

exercise-rich exploration of both elementary probability and basic statistics emphasizes engineering and science applications many using data collected from the author's consulting experience. In later chapters, the text emphasizes designed experiments, especially two-level factorial design.

Miller & Freund's Probability and Statistics for Engineers

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

Java Programming: A Comprehensive Introduction

Operating Systems

Programming With World Wide Web, 4/E

Elmasri, Levine, and Carrick's "spiral approach" to teaching operating systems develops student understanding of various OS components early on and helps students approach the more difficult aspects of operating systems with confidence. While operating systems have changed dramatically over the years, most OS books use a linear approach that covers each individual OS component in depth, which is difficult for students to follow and requires instructors to

constantly put materials in context. Elmasri, Levine, and Carrick do things differently by following an integrative or "spiral" approach to explaining operating systems. The spiral approach alleviates the need for an instructor to "jump ahead" when explaining processes by helping students "completely" understand a simple, working, functional system as a whole in the very beginning. This is more effective pedagogically, and it inspires students to continue exploring more advanced concepts with confidence.

Computer Science

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

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

Interactive Computer Graphics

This is a textbook on applied probability and statistics with computer science applications for students at the upper undergraduate level. It may also be used as a self study book for the practicing computer science professional. The successful first edition of this book proved extremely useful to students who need to use

probability, statistics and queueing theory to solve problems in other fields, such as engineering, physics, operations research, and management science. The book has also been successfully used for courses in queueing theory for operations research students. This second edition includes a new chapter on regression as well as more than twice as many exercises at the end of each chapter. While the emphasis is the same as in the first edition, this new book makes more extensive use of available personal computer software, such as Minitab and Mathematica.

Probability, Statistics, and Queueing Theory

Computer Organization 5th Edition

Information Storage and Management

Data Structures and Program Design in C

Your UNIX

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

Computer Networks

This approachable text studies discrete objects and the relationships that bind them. It helps students understand and apply the power of discrete math to digital computer systems and other modern applications. It provides excellent preparation for courses in linear algebra, number theory, and modern/abstract algebra and for computer science courses in data structures, algorithms, programming languages, compilers, databases, and computation. *

Covers all recommended topics in a self-contained, comprehensive, and understandable format for students and new professionals *

Emphasizes problem-solving techniques, pattern recognition, conjecturing, induction, applications of varying nature, proof techniques, algorithm development and correctness, and numeric computations *

Weaves numerous applications into the text *

Helps students learn by doing with a wealth of examples and exercises:

- 560 examples worked out in detail
- More than 3,700 exercises
- More than 150 computer assignments
- More than 600 writing projects *

Includes chapter summaries of important vocabulary, formulas, and properties, plus the chapter review exercises *

Features interesting anecdotes and biographies of 60 mathematicians and computer scientists *

Instructor's Manual available for adopters *

Student Solutions Manual available separately for purchase (ISBN: 0124211828)

Operating Systems

Unix Shell Programming

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

Data Structures and Algorithm Analysis in C

Taking users step-by-step through database development and creation, this title provides coverage of database basics, with exercises and problems at the end of each chapter which should encourage hands-on learning.

Discrete Mathematics with Applications

Database Principles

Simplifying C (With Cd)

Market_Desc: Both undergraduate and MSc/Conversion course students taking modules with titles such as Website Development, Internet Programming, E-Commerce often found on Computing and New Media degrees at new/technical universities
Special Features: · Includes new material such as the PHP open source scripting language, dynamic

graphics, and templating in Perl.· Provides single-source coverage of Dynamic HTML, XHTML, XML, Perl, CGI Scripts, JavaScript, ASP Java servlets, and PHP.· Accompanying Web site provides examples and links to useful resources.· Provides focus on Web site design. About The Book: Web Programming is about more than creating and formatting webpages and web-sites though that is often a starting point for many. Using scripting languages such as JavaScript, Perl and PHP as well as fully blown programming languages such as Java, it becomes possible to add a lot more functionality to a site such as making dynamic interfaces, linking websites to databases, tracking users etc.

Your UNIX/Linux: The Ultimate Guide

Unix. Possibly, The Longest Living Entity In The Computer Land Where Nothing Survives More Than A Couple Of Years, A Decade At The Most. It Has Been Around For More Than Two Decades, Owing Its Longevity To The Ruggedness Built Into It And Its Commands.This Book Comes In Two Parts. The First Part Is A Journey Into The Vast Expanse That Is Unix. The Intent Is To Make You Aware Of The Underlying Philosophy Used In Development Of Myriads Of Unix Commands Rather Than Telling You All The Variations Available With Them.

UNIX System Programming Using C++

Shows programmers how to use two UNIX utilities, lex and yacc, in program development. The second

edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first, has an expanded index, and covers Bison and Flex.

Head First C

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

Discrete Mathematical Structures

Covering all major platforms-Linux, Unix, Mac OS X, and Windows-this guide shows programmers and power users how to customize an operating system, automate commands, and simplify administration tasks using shell scripts Offers complete shell-scripting instructions, robust code examples, and full scripts for OS customization Covers shells as a user interface, basic scripting techniques, script editing

and debugging, graphing data, and simplifying administrative tasks In addition to Unix and Linux scripting, the book covers the latest Windows scripting techniques and offers a complete tutorial on Mac OS X scripting, including detailed coverage of mobile file systems, legacy applications, Mac text editors, video captures, and the Mac OS X Open Scripting Architecture

Probability & Statistics

Internet Technology and Web Design

Learn to write advanced C programs that are strongly type-checked, compact, and easy to maintain. This book focuses on real-life applications and problem solving in networking, database development, compilers, operating systems, and CAD.

Basics Of Perl

This book provides readers with a complete A-Z for using C# with the .NET 2.0 Platform and the .NET 3.0 extensions. It contains new chapters digging deeply into the interactions between the existing framework and the new extensions to give readers the edge when they come to evaluation and implement .NET 3.0 for the first time. To provide even more support, the book includes a bonus CD that provides over five hundred pages of carefully selected additional content to help broaden a reader's understanding of both .NET 2.0 and .NET 3.0.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)