V Rajaraman Fundamentals Of Computers Fourth Edition

Fundamentals of ComputersFundamentals of ComputersBasic Computer Engineering PreciseProgramming In Ansi CIntroduction To Computers (Sie)COMPUTER PROGRAMMING IN FORTRAN 90 AND 95Fundamentals of ComputersCOMPUTER-ORIENTED NUMERICAL METHODSComputer Programming in PascalAutomata Studies. (AM-34), Volume 34Computer Fundamentals & Programming in CFoundations of ComputingCOMPUTER ORIENTED NUMERICAL METHODSCOMPUTER FUNDAMENTALS (SEMESTER - 1).Fundamentals of ComputersIntroduction to ComputersPARALLEL COMPUTERS ARCHITECTURE AND PROGRAMMINGESSENTIALS OF E-COMMERCE TECHNOLOGYCOMPUTER ORGANIZATION AND ARCHITECTURELibrary AutomationFund Of ComputersDigital FundamentalsCOMPUTER BASICS AND C PROGRAMMINGINTRODUCTION TO INFORMATION TECHNOLOGYInformation Technology EssentialsComputers and Their Applications to ChemistryFundamentals of Computer NetworksFundamentals of ComputerComputer Fundamentals and ApplicationsComputers and IntractabilityAn Introduction to Digital Computer DesignComputer FundamentalsIntroduction to Information TechnologyComputer Fundamentals & Programming in CCOMPUTER PROGRAMMING IN FORTRAN 77Fundamentals of Information TechnologyComputer Organization & Architecture 7eComputer FundamentalsComputer Organization and DesignPARALLEL COMPUTERS ARCHITECTURE AND PROGRAMMING

Fundamentals of Computers

Fundamentals of Computers

This book presents a detailed exposition of C in an extremely simple style. The various features of the language have been systematically discussed. The entire text has been reviewed and revised incorporating the feedback from the readers. Each chapter has been expanded to include a variety of solved examples and practice problems.

Basic Computer Engineering Precise

Programming In Ansi C

Introduction To Computers (Sie)

COMPUTER PROGRAMMING IN FORTRAN 90 AND 95

This book introduces Computer Programming to a beginner, using Fortran 90 and its recent extension Fortran 95. While Fortran 77 has been used for many years

and is currently very popular, computer scientists have been seriously concerned about good programming practice to promote development of reliable programs. Thus, the International Standards Organization set up a group to 'modernise' Fortran and introduce new features which have made languages such as Pascal and C popular. The committee took over a decade to come up with the new standard, Fortran 90. Fortran 90 has introduced many new features in Fortran, such as recursion, pointers, user-defined data types etc., which were hitherto available only in languages such as Pascal and C. Fortran 90 is not an evolutionary change of Fortran 77 but is drastically different. Though Fortran 77 programs can be run using a Fortran 90 compiler, Fortran 90 is so different that the author felt it was not a good idea to just revise Fortran 77 and introduce Fortran 90 in some places in the book. Thus this book is entirely new and introduces Fortran 90 from basics. In 1996 some small extensions were made to Fortran 90 and has called Fortran 95. This book also discusses these features. As all new programs in Fortran will henceforth be written in Fortran 90, it is essential for students to learn this language.The methodology of presentation, however, closely follows the one used by the author in his popular book on Fortran 77.

Fundamentals of Computers

In A Readable Manner The Book (Races The History Of Computer, Basics Of Hardware And Software, Input-Out¬Put Concepts And Devices. It Describes The Offline And Online Methods Of Com¬Puter Applications In Six Areas Of Library Work: Circulation, Cataloguing, Refe¬Rence Service, Acquisition, Serials Cont¬Rol, And Information Retrieval.It Also Projects Current Scenario Of Information Technology, Online In¬Formation Services, And Computerized Library Networks Used In The Western World. It Outlines Telecommunication Aspects And Satellite Communication With Actual And Potential Use In Library Operation. It Also Provides Sufficient Guidelines For The Planning And Implementation Of Library Automation.It Is Hoped That The Book Will Pro¬Vide Immense Help To The Students And Teachers Of Library Science In Their Academic Pursuit, And Serve As Manual For The Practising Librarians.

COMPUTER-ORIENTED NUMERICAL METHODS

Computer Programming in Pascal

Fundamentals of Computers has been specifically designed for anybody and everybody who wants to be familiar with basic concepts of computers. It is an ideal text for self-learning basic computer concepts (such as organization, architecture, input and output devices, primary and secondarymemory) as well as advanced topics (such as operating systems, computer networks, and databases). The book also provides step-by-step tutorials to learn different MS Office applications such as Word, PowerPoint, and Excel.The book can be useful for a broad spectrum of students, varying from non-computers background students enrolled in elementary courses on Information Technology and Computer Sciences to students enrolled in professional courses such as BCA and MCA.

Automata Studies. (AM-34), Volume 34

Computer Fundamentals & Programming in C

Computer Fundamentals & Programming in C

This is a revised and enlarged version of the author's book which received wide acclamations in its earlier three editions. It provides a lucid and in-depth introduction to the programming language Fortran 77 which is widely used by scientists and engineers.The fourth edition is completely revised chapterwise and also minor corrections incorporated. A new standard for Fortran called Fortran 90 was introduced in early 90s and compilers for this version of Fortran were sold in early 1995 by computer vendors. All Fortran 77 programs will run without change with Fortran 90 compilers; however some aspects of Fortran 77 have been declared obsolete and will not run on future Fortran compilers_these are explained in this revised edition. An appendix consolidates these features. Fortran 90 is introduced in a new chapter which summarises all its features.

Foundations of Computing

Designed as an introductory text for the students of computer science, computer applications, electronics engineering and information technology for their first course on the organization and architecture of computers, this accessible, student friendly text gives a clear and in-depth analysis of the basic principles underlying the subject. This self-contained text devotes one full chapter to the basics of digital logic. While the initial chapters describe in detail about computer organization, including CPU design, ALU design, memory design and I/O organization, the text also deals with Assembly Language Programming for Pentium using NASM assembler. What distinguishes the text is the special attention it pays to Cache and Virtual Memory organization, as well as to RISC architecture and the intricacies of pipelining. All these discussions are climaxed by an illuminating discussion on parallel computers which shows how processors are interconnected to create a variety of parallel computers. KEY FEATURES ∏ Self-contained presentation starting with data representation and ending with advanced parallel computer architecture. ∏ Systematic and logical organization of topics. ∏ Large number of worked-out examples and exercises. ∏ Contains basics of assembly language programming. ∏ Each chapter has learning objectives and a detailed summary to help students to quickly revise the material.

COMPUTER ORIENTED NUMERICAL METHODS

"Shows how to recognize NP-complete problems and offers proactical suggestions for dealing with them effectively. The book covers the basic theory of NP-completeness, provides an overview of alternative directions for further research, and contains and extensive list of NP-complete and NP-hard problems, with more than 300 main entries and several times as many results in total. [This book] is suitable as a supplement to courses in algorithm design, computational complexity, operations research, or combinatorial mathematics, and as a text for seminars on approximation algorithms or computational complexity. It provides not

only a valuable source of information for students but also an essential reference work for professionals in computer science"--Back cover.

COMPUTER FUNDAMENTALS (SEMESTER - 1).

Computer Fundamentals is specifically designed to be used at the beginner level. It covers all the basic hardware and software concepts in computers and its peripherals in a very lucid manner.

Fundamentals of Computers

Today all computers, from tablet/desktop computers to super computers, work in parallel. A basic knowledge of the architecture of parallel computers and how to program them, is thus, essential for students of computer science and IT professionals. In its second edition, the book retains the lucidity of the first edition and has added new material to reflect the advances in parallel computers. It is designed as text for the final year undergraduate students of computer science and engineering and information technology. It describes the principles of designing parallel computers and how to program them. This second edition, while retaining the general structure of the earlier book, has added two new chapters, 'Core Level Parallel Processing' and 'Grid and Cloud Computing' based on the emergence of parallel computers on a single silicon chip popularly known as multicore processors and the rapid developments in Cloud Computing. All chapters have been revised and some chapters are re-written to reflect the emergence of multicore processors and the use of MapReduce in processing vast amounts of data. The new edition begins with an introduction to how to solve problems in parallel and describes how parallelism is used in improving the performance of computers. The topics discussed include instruction level parallel processing, architecture of parallel computers, multicore processors, grid and cloud computing, parallel algorithms, parallel programming, compiler transformations, operating systems for parallel computers, and performance evaluation of parallel computers.

Introduction to Computers

This Thoughtfully Organized Book Has Been Designed To Provide Its Readers With A Sound Foundation Of Computers And Information Technology. The Number Of Chapters, Chapter Topics, And The Contents Of Each Chapter Have Been Carefully Chosen To Introduce The Readers To All Important Concepts Through A Single Book. Each Chapter Addresses The Fundamental Concepts, Popular Technologies, And Current State-Of-The-Art Topics. Complete With Numerous Illustrations And Examples, Chapter Summaries, End-Of-Chapter Questions, And A Glossary Of Important Terms, Foundations Of Computing Is Designed To Serve As An Ideal Textbook For Various Courses Offered In Computer Science, Information Technology, And Other Related Areas. You Will Find Sufficient Coverage Of All Major Topics In The Field, Including Several New And Advanced Topics, Such As:Software Engineering,Object-Oriented Programming,Network, Distributed, And Real-Time Operating Systems,Unix, Windows, And Linux Operating Systems,Relational, Object-Oriented, And Multimedia Databases,Data Warehousing And Data Mining,Information Security In Computer Systems,Multimedia Computing

Systems And Applications,Wireless Networks,The Internet,And Many More&..

PARALLEL COMPUTERS ARCHITECTURE AND PROGRAMMING

Focused on fundamental concepts and practical applications, this book provides a strong foundation in the principles and terminology of computer networking and internet technology. This thoroughly revised second edition, incorporating some of the latest technical features in networking, is suitable for introductory one-semester courses for undergraduate students of computer science and engineering, electronics and telecommunication engineering, information technology, as well as students of computer applications (BCA and MCA). This text begins with an overview of computer networking and a discussion on data communication. Then it proceeds to explain how computer networks such as local area networks (LANs) and wide area networks (WANs) work, and how internetworking is implemented. Besides, the book provides a description of the Internet and TCP/IP protocol. With the prolific growth of networking, 'network management and security' has become an increa-singly important part of the academic curriculum. This topic has been ade-quately dealt with in a separate chapter. The practical aspects of networking, listing the essential requirements needed for actually setting up a computer network, are thoroughly explained in the final chapter of the book. WHAT IS NEW IN THE SECOND EDITION • Wireless LAN in Chapter 4 • API and Socket Programming and End-to-End Protocol in Chapter 7 • Remote Procedure Call (RPC) Protocol in Chapter 8 • Dynamic Host Configuration Protocol –Error reporting by ICMP –Virtual Private Network (VPN) in Chapter 9 –Network Address Translation (NAT) An appendix dealing with telephone networking, wireless networking, cellular networking and satellite and telemetry communication has been included to meet the requirements of the students.

ESSENTIALS OF E-COMMERCE TECHNOLOGY

Get ready to learn about today's digital world with Essential Introduction to Computers. This concise text provides a visually-engaging introduction to the most current information on computers and technology. Students will gain an understanding of the essential computer concepts they need to know to help them be successful in today's computing world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

COMPUTER ORGANIZATION AND ARCHITECTURE

Introduces the fundamentals of BASIC, FORTRAN and C++ language using the concepts of Chemistry. This book includes an account of various statements input/output, format, control (if - then - else, go to, do loops and more has been illustrated by various examples.

Library Automation

Fund Of Computers

his textbook is designed to teach a first course in Information Technology (IT) to all undergraduate students. In view of the all-pervasive nature of IT in today's world a decision has been taken by many universities to introduce IT as a compulsory core course to all Bachelor's degree students regardless of their specialisation. This book is intended for such a course. The approach taken in this book is to emphasize the fundamental "Science" of Information Technology rather than a cook book of skills. Skills can be learnt easily by practice with a computer and by using instructions given in simple web lessons that have been cited in the References. The book defines Information Technology as the technology that is used to acquire, store, organize, process and disseminate processed data, namely, information. The unique aspect of the book is to examine processing all types of data: numbers, text, images, audio and video data. As IT is a rapidly changing field, we have taken the approach to emphasize reasonably stable, fundamental concepts on which the technology is built. A unique feature of the book is the discussion of topics such as image, audio and video compression technologies from first principles. We have also described the latest technologies such as 'e-wallets' and 'cloud computing'. The book is suitable for all Bachelor's degree students in Science, Arts, Computer Applications, and Commerce. It is also useful for general reading to learn about IT and its latest trends. Those who are curious to know, the principles used to design jpg, mp3 and mpeg4 compression, the image formats—bmp, tiff, gif, png, and jpg, search engines, payment systems such as BHIM and Paytm, and cloud computing, to mention a few of the technologies discussed, will find this book useful. KEY FEATURES • Provides comprehensive coverage of all basic concepts of IT from first principles • Explains acquisition, compression, storage, organization, processing and dis-semination of multimedia data • Simple explanation of mp3, jpg, and mpeg4 compression • Explains how computer networks and the Internet work and their applications • Covers business data processing, World Wide Web, e-commerce, and IT laws • Discusses social impacts of IT and career opportunities in IT and IT enabled services • Designed for self-study with every chapter starting with learning objectives and concluding with a comprehensive summary and a large number of exercises.

Digital Fundamentals

COMPUTER BASICS AND C PROGRAMMING

Productivity in work place in many professions now requires the know-how and application of computer skills. This entails basic computer knowledge, some general office productivity programs and in some cases advance and professional computer programs. It is therefore important that you acquire computer skills and have a competitive advantage over your colleagues.It is also good for students who are studying computer science in schools and colleges to have a practical knowledge of computer. In fact, the theories in you are constantly fed with will take no where if you do not also take out some time to acquire hands on computer skills. This Computer Fundamentals manual promises to make this adventure easy and interesting for you through its step by step procedures and illustrations.It is fully illustrated to make learning computer fun and interesting for all. It is a step by step guide that is very easy to understand.What You will Learn:* Introduction to

Computer* Uses of Computer* Main Components of Computer* Input Devices* Output Devices* Storage Devices* Interfaces* Operating System (OS)* Color* Device Driver* Computer Configuration* Hardware and Software* Internet* Protecting a Computer* Computer Maintenance* Introduction to Microsoft Word* Introduction to Microsoft PowerPoint* Introduction to Microsoft Excel* Introduction to Apache OpenOffice* Introduction to CorelDRAW* Twitter* Facebook

INTRODUCTION TO INFORMATION TECHNOLOGY

Information Technology Essentials

Computers and Their Applications to Chemistry

With the invention of computers and the advent of the Internet, mobile computing and e-Business applications, Information Technology (IT) has brought rapid progress in domestic and international business, and a tremendous change in the lifestyle of people. This book provides the students not just the knowledge about the fundamentals of a computer system, like its organization, memory management and hardware devices, but also the software that run on it. The book then proceeds to describe operating systems, and the basics of programming concepts like procedure-oriented programming and object-oriented programming. Useful application software like MS Word, MS Excel and MS PowerPoint are described in great detail in separate chapters. A complete section has been devoted to the teaching of data communication, networking and Internet. The book ends with a detailed description of the business applications of computers. KEY FEATURES • Incorporates basics of IT along with developing skills for using various IT tools • Includes diagrams, pictures and screenshots • Provides key terms, review questions, practical exercises, group discussions, project activities and application-based case studies in each chapter • Follows the latest curriculum and guidelines for undergraduate and postgraduate courses of various universities, colleges and institutes

Fundamentals of Computer Networks

This book is designed to be a survey of the major topics of Information Systems. The material covers major topics that drive computing and information technology today. The book is broken down into sections that cover a survey of topics of information systems. These topic include: - A basic introduction to computer hardware - How software is built in industry today - Cloud computing and the service that are offered by the leading vendors on the market today - Computer security and - The future of computing This course is designed for anyone who wants to have more information about the Information Technology field and is ideal for someone just getting started. Also included is a section for those individuals who desire to start a career in Information Technology and the types of jobs that are available. The course will give you a solid understanding of many of the concepts that drive one of the most important industries in today's world.

Fundamentals of Computer

This book is a concise and lucid introduction to computer oriented numerical methods with well-chosen graphical illustrations that give an insight into the mechanism of various methods. The book develops computational algorithms for solving non-linear algebraic equation, sets of linear equations, curve-fitting, integration, differentiation, and solving ordinary differential equations. OUTSTANDING FEATURES • Elementary presentation of numerical methods using computers for solving a variety of problems for students who have only basic level knowledge of mathematics. • Geometrical illustrations used to explain how numerical algorithms are evolved. • Emphasis on implementation of numerical algorithm on computers. • Detailed discussion of IEEE standard for representing floating point numbers. • Algorithms derived and presented using a simple English based structured language. • Truncation and rounding errors in numerical calculations explained. • Each chapter starts with learning goals and all methods illustrated with numerical examples. • Appendix gives pointers to open source libraries for numerical computation.

Computer Fundamentals and Applications

Computers and Intractability

Computer Fundamentals and Programming in C is designed to serve as a textbook for the undergraduate students of engineering, computer science, computer applications, and information technology. The book seeks to provide a thorough overview of all the fundamental concepts related to computer science and programming. It lays down the foundation for all the advanced courses that a student is expected to learn in the following semesters.

An Introduction to Digital Computer Design

Computer Fundamentals

This book introduces students to the basics of computers, software and internet along with how to program computers using the C language. It is intended for an introductory course that gives beginning engineering and science students a firm rooting in the fundamental principles of computers and information technology, and also provides invaluable insights into key concepts of computing through development of skills in programming and problem solving using C language. To this end, the book is eminently suitable for the first-year engineering students of all branches and MCA students, as per the prescribed syllabus of several universities. C is a difficult language to learn if it is not methodically introduced. The book explains C and its basic programming techniques in a way suitable for beginning students. It begins by giving students a solid foundation in algorithms to help them grasp the overall concepts of programming a computer as a problem-solving tool. Simple aspects of C are introduced first to enable students to quickly start writing programs. More difficult concepts in the latter parts of the book, such as pointers

and their use, have been presented in an accessible manner making the learning of C an exciting and interesting experience. The methodology used is to illustrate each new concept with a program and emphasize a good style in programming to allow students to gain sufficient skills in problem solving. KEY FEATURES Self-contained introduction to both computers and programming for beginners All important features of C illustrated with over 100 examples Good style in programming emphasized Laboratory exercises on applications of MS Office, namely, Word processing, Spreadsheet, PowerPoint are included.

Introduction to Information Technology

This book is designed to acquaint the readers with major aspects of e-commerce with particular emphasis on technology such as cryptography, e-payment and mobile payment security. The book presents a layered architecture of e-commerce systems with six layers. The physical layer (the bottommost layer) described first, provides the basic communication infrastructure needed by e commerce. The next layer described is the logical layer consisting of Local Area Networks, the Internet, Intranet, etc. which provide connectivity. The layer above is the network services layer which provides e-mail and World Wide Web applications. Above this is a very important messaging layer of e-commerce which provides facilities for exchanging messages securely using the communication infrastructure. Here various methods of encryption, public key infrastructure and digital signature are discussed. It is also explained as to how the messaging layer is used to exchange structured electronic documents, using XML. The next layer called middleman services layer, describes the design of home page of an organization and elaborates various payment services such as credit card, e cash, smart card, etc. The topmost layer is on applications, namely, B2C, B2B and C2C e commerce which are defined and described at the beginning of the book. As use of mobile phones and mobile network is rapidly increasing, a whole chapter is devoted to explain m-commerce. Of special interest are detailed discussions of Wireless Application Protocol, security issues and payment methods. A complete chapter is also devoted to new developments in multimedia information goods such as e-books, MP3 compressed audio and digital quality video. A unique feature of these goods is the method of delivery which also uses the mobile Internet infrastructure. Finally, the legal framework of e-commerce provided by the Information Technology Act 2000 (and the amended act of 2008) is explained. This book with its numerous student-friendly features is an ideal text for undergraduate and postgraduate students of Computer Science and Information Technology (BSc and MSc), Computer Applications (BCA and MCA), and for undergraduate engineering students of Computer Science and Engineering and Information Technology. Besides, it would be useful to professionals for quickly understanding the basics of e commerce. Key Features : • Gives detailed discussions of security and payment schemes in e-commerce. • Discusses essentials of m-commerce technology including WAP protocol and mobile security. • Discusses e-commerce of multimedia such as e-books, MP3 audio and video on demand. • Provides learning aids such as chapter summaries, over 300 review questions and 350 objective type questions.

Computer Fundamentals & Programming in C

COMPUTER PROGRAMMING IN FORTRAN 77

Today all computers, from tablet/desktop computers to super computers, work in parallel. A basic knowledge of the architecture of parallel computers and how to program them, is thus, essential for students of computer science and IT professionals. In its second edition, the book retains the lucidity of the first edition and has added new material to reflect the advances in parallel computers. It is designed as text for the final year undergraduate students of computer science and engineering and information technology. It describes the principles of designing parallel computers and how to program them. This second edition, while retaining the general structure of the earlier book, has added two new chapters, 'Core Level Parallel Processing' and 'Grid and Cloud Computing' based on the emergence of parallel computers on a single silicon chip popularly known as multicore processors and the rapid developments in Cloud Computing. All chapters have been revised and some chapters are re-written to reflect the emergence of multicore processors and the use of MapReduce in processing vast amounts of data. The new edition begins with an introduction to how to solve problems in parallel and describes how parallelism is used in improving the performance of computers. The topics discussed include instruction level parallel processing, architecture of parallel computers, multicore processors, grid and cloud computing, parallel algorithms, parallel programming, compiler transformations, operating systems for parallel computers, and performance evaluation of parallel computers.

Fundamentals of Information Technology

Computer Organization & Architecture 7e

Computer Fundamentals

The description for this book, Automata Studies. (AM-34), Volume 34, will be forthcoming.

Computer Organization and Design

Numerical methods are powerful problem-solving tools. Techniques of these methods are capable of handling large systems of equations, nonlinearities and complicated geometries in engineering practice which are impossible to be solved analytically. Numerical methods can solve the real world problem using the C program given in this book. This well-written text explores the basic concepts of numerical methods and gives computational algorithms, flow charts and programs for solving nonlinear algebraic equations, linear equations, curve fitting, integration, differentiation and differential equations. The book is intended for students of B.E. and B.Tech as well as for students of B.Sc. (Mathematics and Physics). KEY FEATURES ⬜ Gives clear and precise exposition of modern numerical methods. ⬜ Provides mathematical derivation for each method to build the student's understanding of numerical analysis. ⬜ Presents C programs for each method to help students to implement the method in a programming language. ⬜

Includes several solved examples to illustrate the concepts. ⬜ Contains exercises with answers for practice.

PARALLEL COMPUTERS ARCHITECTURE AND PROGRAMMING

The third edition of Fundamentals of Information Technology is a 'must have' book not only for BCA and MBA students, but also for all those who want to strengthen their knowledge of computers. The additional chapter on MS Office is a comprehensive study on MS Word, MS Excel and other components of the package. This book is packed with expert advice from eminent IT professionals, in-depth analyses and practical examples. It presents a detailed functioning of hardware components besides covering the software concepts. A broad overview of Computer architecture, Data representation in the computer, Operating systems, Database management systems, Programming languages, etc., has also been included. An additional chapter on Mobile Computing and other state-of-the-art innovations in the IT world have been incorporated. Not only that, the latest Internet technologies have also been covered in detail.One should use this book to acquire computer literacy in terms of how data is represented in a computer, how hardware devices are integrated to get the desired results, how the computer can be networked for interchanging data and establishing communication.Each chapter is followed by a number of review questions.

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