
Computer Fundamentals By Pradeep K Sinha Priti Sinha 6th Edition

Computer Fundamentals
Programming in C
Fundamentals and Applications
Fundamentals of Computers
Unix and C Programming
Kotlin In-depth [Vol-II]
Fundamentals of Computers
Computing Fundamentals
COURSE ON COMPUTER CONCEPTS MADE SIMPLE.
Computer Fundamentals & Programming in C
Fundamentals of Programming
Fundamentals of Computer Programming with C#
INFORMATION TECHNOLOGY : THEORY AND
PRACTICE
Fundamental Probability
Artificial Intelligence
COMPUTER FUNDAMENTALS (SEMESTER - 1).
Computer Fundamentals and Programming in C
Learn Python in 7 Days
Fundamentals of Computational Intelligence
Fund. Of Computing And Prog. In C (Au)
Computer Fundamentals

Architecture and Organization
Implementing Reverse Engineering
Neural Networks, Fuzzy Systems, and
Evolutionary Computation
Fundamentals of Multimedia
DISTRIBUTED OPERATING SYSTEMS
Methods and Exercises in MATLAB
Geometric Invariance in Computer Vision
Fundamental of Database Management System
Digital Design, Fundamentals of Computer
Architecture and Assembly Language
Taxmann's Cyber Crimes & Laws | Choice Based
Credit System (CBCS) | B.Com-Hons. | 4th Edition |
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Foundations of Computing
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Fundamentals of Bioinformatics and
Computational Biology
Handbook of Computer Science & IT
The Bulgarian C# Book

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Fundamentals
By Pradeep K Sinha Priti
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BRAEDON**

*Computer
Fundamentals*
BPB
Publications

These twenty-
three
contributions
focus on the
most recent
developments
in the rapidly
evolving field
of geometric
invariants and
their
application to
computer
vision. The
introduction
summarizes
the basics of
invariant
theory,
discusses how

invariants are related to problems in computer vision, and looks at the future possibilities, particularly the notion that invariant analysis might provide a solution to the elusive problem of recognizing general curved 3D objects from an arbitrary viewpoint. The remaining chapters consist of original papers that present important developments as well as tutorial

articles that provide useful background material. These chapters are grouped into categories covering algebraic invariants, nonalgebraic invariants, invariants of multiple views, and applications. An appendix provides an extensive introduction to projective geometry and its applications to basic problems in computer vision. Joseph Mundy is a Coolidge Fellow at GE

Corporate Research & Development. Andrew Zisserman is a Research Fellow in the Robotics Research Group at Oxford University. Programming in C Pearson Education India 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 and Applications

BPB

Publications

Beginning

with an

overview of

the basic

concepts of

computers,

the book

provides an

exhaustive

coverage of C

programming

constructs. It

then focuses

on arrays,

strings,

functions,

pointers, user-

defined data

types, and

files. In

addition, the

book also

provides a

chapter on

linked lists -

popular data

structure - and

different

operations

that can be

performed on

such

lists. Students

will find this

book an

excellent

companion for

self-study

owing to its

easy-to-

understand

approach with

plenty of

programs

complete with

source codes,

sample

outputs, and

test cases.

Fundamentals of Computers

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Python coding

within 7 days

About This

Book Make the

best of Python

features Learn

the tinge of

Python in 7

days Learn

complex

concepts

using the

most simple

examples Who

This Book Is

For The book

is aimed at

aspiring

developers

and absolute

novice who

want to get

started with

the world of

programming.

We assume no

knowledge of

Python for this

book. What

You Will Learn

Use if else

statement

with loops and

how to break,

skip the loop

Get

acquainted with python types and its operators
Create modules and packages
Learn slicing, indexing and string methods
Explore advanced concepts like collections, class and objects
Learn dictionary operation and methods
Discover the scope and function of variables with arguments and return value
In Detail Python is a great language to get started in the world of

programming and application development.
This book will help you to take your skills to the next level
having a good knowledge of the fundamentals of Python. We begin with the absolute foundation, covering the basic syntax, type variables and operators.
We'll then move on to concepts like statements, arrays, operators, string processing and I/O handling.
You'll be able

to learn how to operate tuples and understand the functions and methods of lists. We'll help you develop a deep understanding of list and tuples and learn python dictionary. As you progress through the book, you'll learn about function parameters and how to use control statements with the loop. You'll further learn how to create modules and packages, storing of data as well as

handling errors. We later dive into advanced level concepts such as Python collections and how to use class, methods, objects in python. By the end of this book, you will be able to take your skills to the next level having a good knowledge of the fundamentals of Python. Style and approach Fast paced guide to get you up-to-speed with the language. Every chapter is followed by

an exercise that focuses on building something with the language. The codes of the exercises can be found on the Packt website Bpb Publications This book is based on the premise that knowledge of Information Technology (IT) is essential today for people in every walk of life and all types of profession. It is designed to impart a unified body of knowledge and practice

in IT to its readers. Readers can apply this knowledge in innovative ways for various strategic advantages such as increasing productivity, improving quality of products and services, problem solving, decision making, and improving their own and others living standards. The textbook takes a practical approach to introduce the various components

of IT to its readers. While doing so, it demonstrates how IT is being used in modern enterprises by various departments to carry out their activities with greater ease, speed, and accuracy than before. It also introduces several new business models and practices made possible due to IT that enterprises are now using for better profitability. In the process, the book provides to its readers a

sound foundation of various components and aspects of IT. It also introduces to its readers several latest concepts and technologies in IT such as Wearable computers, Green computing, Cloud computing, Speech recognition and voice response systems, 4G and 5G networks, Big data analytics, Data science, Web 3.0, IPv6, 3D printing, Enterprise 2.0 organization, etc.

Unix and C Programming
Pearson Education India
More practical less theory
KEY FEATURES
● In-depth practical demonstration with multiple examples of reverse engineering concepts. ● Provides a step-by-step approach to reverse engineering, including assembly instructions. ● Helps security researchers to crack application code and logic using reverse engineering open source

tools. ●

Reverse engineering strategies for simple-to-complex applications like Wannacry ransomware and Windows calculator.

DESCRIPTION

The book 'Implementing Reverse Engineering' begins with a step-by-step explanation of the fundamentals of reverse engineering. You will learn how to use reverse engineering to find bugs and hacks in real-world applications. This book is

divided into three sections. The first section is an exploration of the reverse engineering process. The second section explains reverse engineering of applications, and the third section is a collection of real-world use-cases with solutions. The first section introduces the basic concepts of a computing system and the data building blocks of the computing system. This section also

includes open-source tools such as CFF Explorer, Ghidra, Cutter, and x32dbg. The second section goes over various reverse engineering practicals on various applications to give users hands-on experience. In the third section, reverse engineering of Wannacry ransomware, a well-known Windows application, and various exercises are demonstrated step by step. In a very detailed and

step-by-step manner, you will practice and understand different assembly instructions, types of code calling conventions, assembly patterns of applications with the printf function, pointers, array, structure, scanf, strcpy function, decision, and loop control structures. You will learn how to use open-source tools for reverse engineering such as portable

executable editors, disassemblers, and debuggers. WHAT YOU WILL LEARN ● Understand different code calling conventions like CDECL, STDCALL, and FASTCALL with practical illustrations. ● Analyze and break WannaCry ransomware using Ghidra. ● Using Cutter, reconstruct application logic from the assembly code. ● Hack the Windows calculator to modify its behavior.

WHO THIS BOOK IS FOR This book is for cybersecurity researchers, bug bounty hunters, software developers, software testers, and software quality assurance experts who want to perform reverse engineering for advanced security from attacks. Interested readers can also be from high schools or universities (with a Computer Science background).

Basic programming knowledge is helpful but not required.	printf() Program 8. Reverse Engineering Pattern of the Pointer	Program Pattern in Reverse Engineering 15. Simple Interest Code
TABLE OF CONTENTS 1. Impact of Reverse Engineering 2. Understanding Architecture of x86 machines 3. Up and Running with Reverse Engineering tools 4. Walkthrough on Assembly Instructions 5. Types of Code Calling Conventions 6. Reverse Engineering Pattern of Basic Code 7. Reverse Engineering Pattern of the	1. Program 9. Reverse Engineering Pattern of the Decision Control Structure 10. Reverse Engineering Pattern of the Loop Control Structure 11. Array Code Pattern in Reverse Engineering 12. Structure Code Pattern in Reverse Engineering 13. Scanf Program Pattern in Reverse Engineering 14. strcpy	Pattern in Reverse Engineering 16. Breaking Wannacry Ransomware with Reverse Engineering 17. Generate Pseudo Code from the Binary File 18. Fun with Windows Calculator Using Reverse Engineering Kotlin In-depth [Vol-II] Taxmann Publications Private Limited Though an individual can process a

limitless amount of information, the human brain can only comprehend a small amount of data at a time. Using technology can improve the process and comprehension of information, but the technology must learn to behave more like a human brain to employ concepts like memory, learning, visualization ability, and decision making. Emerging Trends and

Applications in Cognitive Computing is a fundamental scholarly source that provides empirical studies and theoretical analysis to show how learning methods can solve important application problems throughout various industries and explain how machine learning research is conducted. Including innovative research on topics such as deep neural networks,

cyber-physical systems, and pattern recognition, this collection of research will benefit individuals such as IT professionals, academicians, students, researchers, and managers. Fundamentals of Computers Faber Publishing This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character

coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell

phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE

2013 guidelines. • Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly • Covers basic number system and coding, basic knowledge in digital design, and components of a computer • Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter Computing

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

And Data Mining, Information Security In Computer Systems, Multimedia Computing Systems And Applications, Wireless Networks, The Internet, And Many More&..

COURSE ON COMPUTER CONCEPTS MADE

SIMPLE. CRC Press

This book offers comprehensive coverage of all the core topics of bioinformatics, and includes practical examples completed using the MATLAB

bioinformatics toolbox™. It is primarily intended as a textbook for engineering and computer science students attending advanced undergraduate and graduate courses in bioinformatics and computational biology. The book develops bioinformatics concepts from the ground up, starting with an introductory chapter on molecular biology and genetics. This chapter will enable

physical science students to fully understand and appreciate the ultimate goals of applying the principles of information technology to challenges in biological data management, sequence analysis, and systems biology. The first part of the book also includes a survey of existing biological databases, tools that have become essential in today's biotechnology research. The

second part of the book covers methodologies for retrieving biological information, including fundamental algorithms for sequence comparison, scoring, and determining evolutionary distance. The main focus of the third part is on modeling biological sequences and patterns as Markov chains. It presents key principles for analyzing and searching for sequences of significant motifs and biomarkers.

The last part of the book, dedicated to systems biology, covers phylogenetic analysis and evolutionary tree computations, as well as gene expression analysis with microarrays. In brief, the book offers the ideal hands-on reference guide to the field of bioinformatics and computational biology. Computer Fundamentals & Programming in C Springer

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 dissemination 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. Fundamentals of Programming McGraw-Hill College The absolute beginner's guide to learning basic computer skills Computing Fundamentals, Introduction to Computers gets you up to speed on basic computing skills, showing

you everything you need to know to conquer entry-level computing courses. Written by a Microsoft Office Master Instructor, this useful guide walks you step-by-step through the most important concepts and skills you need to be proficient on the computer, using nontechnical, easy-to-understand language. You'll start at the very beginning, getting

acquainted with the actual, physical machine, then progress through the most common software at your own pace. You'll learn how to navigate Windows 8.1, how to access and get around on the Internet, and how to stay connected with email. Clear instruction guides you through Microsoft Office 2013, helping you create documents in Word, spreadsheets

in Excel, and presentations in PowerPoint. You'll even learn how to keep your information secure with special guidance on security and privacy. Maybe you're preparing for a compulsory computing course, brushing up for a new job, or just curious about how a computer can make your life easier. If you're an absolute beginner, this is your complete guide to learning the essential skills

you need:
Understand
the basics of
how your
computer
works Learn
your way
around
Windows 8.1
Create
documents,
spreadsheets,
and
presentations
Send email,
surf the Web,
and keep your
data secure
With clear
explanations
and step-by-
step
instruction,
Computing
Fundamentals,
Introduction to
Computers
will have you
up and
running in no
time.
Fundamentals

of Computer
Programming
with C#
Springer
Provides an in-
depth and
even
treatment of
the three
pillars of
computational
intelligence
and how they
relate to one
another This
book covers
the three
fundamental
topics that
form the basis
of
computational
intelligence:
neural
networks,
fuzzy systems,
and
evolutionary
computation.
The text
focuses on
inspiration,

design,
theory, and
practical
aspects of
implementing
procedures to
solve real-
world
problems.
While other
books in the
three fields
that comprise
computational
intelligence
are written by
specialists in
one discipline,
this book is
co-written by
current former
Editor-in-Chief
of IEEE
Transactions
on Neural
Networks and
Learning
Systems, a
former Editor-
in-Chief of
IEEE
Transactions

on Fuzzy Systems, and the founding Editor-in-Chief of IEEE Transactions on Evolutionary Computation. The coverage across the three topics is both uniform and consistent in style and notation. Discusses single-layer and multilayer neural networks, radial-basis function networks, and recurrent neural networks. Covers fuzzy set theory, fuzzy relations, fuzzy logic

interference, fuzzy clustering and classification, fuzzy measures and fuzzy integrals. Examines evolutionary optimization, evolutionary learning and problem solving, and collective intelligence. Includes end-of-chapter practice problems that will help readers apply methods and techniques to real-world problems. Fundamentals of Computational intelligence is written for advanced

undergraduates, graduate students, and practitioners in electrical and computer engineering, computer science, and other engineering disciplines. Springer Science & Business Media 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.

INFORMATION TECHNOLOGY : THEORY AND PRACTICE
OUP India

Fundamentals of Computing and Programming in C is designed to serve as a textbook for students of engineering and computer science. The book begins with an introduction to computer basics, explains number systems, computer software, the Internet and its applications, and algorithms, and then moves on to a detailed coverage of programming

in C. Concepts such as compilers, linkers, loaders, data types, functions, arrays, strings, pointers, structures and unions, and file systems have been explained exhaustively. Finally, preprocessing and program development are discussed, highlighting the advantages of the powerful C preprocessor. Interspersed with numerous solved examples based on daily

life, the theory is well supported by plenty of review questions and programming exercises at the end of each chapter. Written in a clear and lucid style, the book encourages self-study and motivates the student towards independent problem solving.

Fundamental Probability
BPB Publications
The highly praised book in communication networking from IEEE Press, now

available in the Eastern Economy Edition. This is a non-mathematical introduction to Distributed Operating Systems explaining the fundamental concepts and design principles of this emerging technology. As a textbook for students and as a self-study text for systems managers and software engineers, this book provides a concise and an informal introduction to the subject.

Artificial Intelligence

Business & Educational Master the concise and expressive power of a pragmatic multi-paradigm language for JVM, Android and beyond

Key Features a- Language fundamentals a- Object-oriented and functional programming with Kotlin- Kotlin standard library- Building domain-specific languages- Using Kotlin for Web development a- Kotlin for

Android platform-based Coroutine-based concurrencyDescriptionThe purpose of this book is to guide a reader through the capabilities of the Kotlin language and give examples of using it for development of various applications be it desktop, mobile or Web. Although our primary focus is on the JVM and Android, the knowledge we're sharing here to various extents applies to other Kotlin-

supported platforms such as JavaScript, native and even multi-platform applications. The book starts with an introduction to language and its ecosystem that will give you an understanding of the key ideas behind Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters we'll get to know the multi-paradigm nature of

Kotlin which allows you to create powerful abstractions by combining various aspects of functional and object-oriented programming. We'll talk about using common Kotlin APIs such as the standard library, reflection, and coroutine-based concurrency as well as the means for creating your own flexible APIs based on domain-specific languages. In the concluding

chapters, we'll give examples of using Kotlin for more specialized tasks such as testing, building Android applications, Web development and creating microservices. What will you learn By the end of the book, you'll obtain a thorough knowledge of all basic aspects of Kotlin programming. You'll be able to create a flexible and reusable code by taking advantage of object-

oriented and functional features, use Kotlin standard library, compose your own domain-specific languages, write asynchronous code using Kotlin coroutines library as well. You'll also have a basic understanding of using Kotlin for writing test code, web applications and Android development. This knowledge will also give you a solid foundation for deeper learning of

related development platforms, tools and frameworks. Who this book is for The book is primarily aimed at developers familiar with Java and JVM and willing to get a firm understanding of Kotlin while having little to no experience in that language. Discussion of various language features will be accompanied, if deemed necessary, by comparisons with their Java's analogs which should

simplify Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior Java knowledge. In general, experience in object-oriented or functional paradigm is a plus, but not required. Table of Contents10. Annotations and Reflection11. Domain-Specific Languages12. Java Interoperability13. Concurrency1

4. Testing with Kotlin15. Android Applications16. Web Development with Ktor17. Building Microservices About the AuthorAleksi Sedunov has been working as a Java developer since 2008. After joining JetBrains in 2012 he's been actively participating in the Kotlin language development focusing on IDE tooling for the IntelliJ platform. Currently, he's working in a DataGrip team, a

JetBrains Database IDE, carrying on with using Kotlin as the main development tool. His LinkedIn Profile: <https://www.linkedin.com/in/alexey-sedunov-8554a530/> COMPUTER FUNDAMENTALS (SEMESTER - 1). BPB Publications This textbook introduces the “Fundamentals of Multimedia”, addressing real issues commonly faced in the workplace. The essential concepts are

explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of

the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and content search and retrieval;

includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Computer Fundamentals and Programming in C

Computer Fundamentals
COMPUTER FUNDAMENTALS (SEMESTER - 1). Foundations of Computing
Computer Fundamentals
COMPUTER FUNDAMENTALS (SEMESTER -

1).Foundation s of ComputingBpb Publications <u>Learn Python in 7 Days</u> OUP India Scope of science and technology is expanding at an exponential rate and so is the need of skilled professionals i.e., Engineers. To stand out of the crowd amidst rising competition, many of the engineering graduates aim to crack GATE, IES and PSUs and pursue various post graduate Programmes.	Handbook series as its name suggests is a set of Best- selling Multi- Purpose Quick Revision resource books, those are devised with anytime, anywhere approach. It's a compact, portable revision aid like none other. It contains almost all useful Formulae, equations, Terms, definitions and many more important aspects of these subjects. Computer	Science & IT Handbook has been designed for aspirants of GATE, IES, PSUs and Other Competitive Exams. Each topic is summarized in the form of key points and notes for everyday work, problem solving or exam revision, in a unique format that displays concepts clearly. The book also displays formulae and circuit diagrams clearly, places them in context and crisply
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identities and describes all the variables involved Theory of Computation, Data Structure with Programming in C, Design	and Analysis of Algorithm, Database Management Systems, Operation System, Computer Network, Compiler Design,	Software Engineering and Information System, Web Technology, Switching Theory and Computer Architecture
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- [What To Expect When You're Expecting](#)
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- [The Light We Carry: Overcoming In Uncertain Times](#)