

## V Rajaraman Programming In C

The book, now in its Second Edition, follows the structure of the first edition. It introduces computer programming to a beginner using the programming language C. The version of C used is the one standardised by the American National Standards Institute (ANSI C). C has rapidly gained users due to its efficiency, availability of rich data structures, a large variety of operators, and its affinity to the UNIX operating system. C is a difficult language to learn if it is not methodically approached. The attempt has been to introduce the basic aspects of C to enable the student to quickly start writing C programs and postpone more difficult features of C to later chapters. After reading the first eleven chapters, a beginner can start writing complete programs to solve useful problems. Difficult concepts such as the use of pointers and recursion are explained lucidly with many examples. The book is eminently suitable for undergraduate and postgraduate students of computer science/engineering students as per the prescribed syllabus of several universities.

**KEY FEATURES**

- A self-contained introduction to programming for beginners using the C language
- Eminently suitable for self-study even by high school students
- All important programming language features illustrated with over 100 example programs
- Good style in programming explained and illustrated

**NEW TO THE SECOND EDITION**

- Chapters with programs have a new section at the end, giving style notes relevant to that chapter
- Every chapter is reviewed and revised, correcting minor errors
- Appendix I is rewritten to enable students to execute programs on desktop or laptop computers using Linux or Windows environment

**TARGET AUDIENCE**

- BE/B.Tech (CSE)
- BCA/MCA
- B.Sc./M.Sc. (Computer Science)

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This book intends to inculcate the innovative ideas for the scheduling aspect in distributed computing systems. Although the models in this book have been designed for distributed systems, the same information is applicable for any type of system. The book will dramatically improve the design and management of the processes for industry professionals. It deals exclusively with the scheduling aspect, which finds little space in other distributed operating system books. Structured for a professional audience composed of researchers and practitioners in industry, this book is also suitable as a reference for graduate-level students.

"This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."

Contributed articles.

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

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chapter summaries, over 300 review questions and 350 objective type questions.

This text not only covers all topics required for a fundamental course in computer graphics but also emphasizes a programming-oriented approach to computer graphics. The book helps the students in understanding the basic principles for design of graphics and in developing skills in both two- and three-dimensional computer graphics systems. Written in an accessible style, the presentation of the text is methodical, systematic and gently paced, covering a range of essential and conceivable aspects of computer graphics, which will give students a solid background to generate applications for their future work. The book, divided into 11 chapters, begins with a general introduction to the subject and ends with explaining some of the exciting graphics techniques such as animation, morphing, digital image processing, fractals and ray tracing. Along the way, all the concepts up to two-dimensional graphics are explained through programs developed in C. This book is intended to be a course text for the B.Tech/M.Tech students of Computer Science and Engineering, the B.Tech students of Information Technology and the M.Sc. students pursuing courses in Computer Science, Information Science and Information Technology, as well as the students of BCA and MCA courses. Key Features : Fundamentals are discussed in detail to help the students understand all the needed theory and the principles of computer graphics. Extensive use of figures to convey even the simplest concepts. Chapter-end exercises include conceptual questions and programming problems.

"The Encyclopedia of Microcomputers serves as the ideal companion reference to the popular Encyclopedia of Computer Science and Technology. Now in its 10th year of publication, this timely reference work details the broad spectrum of microcomputer technology, including

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microcomputer history; explains and illustrates the use of microcomputers throughout academe, business, government, and society in general; and assesses the future impact of this rapidly changing technology."

An introductory level text for high school students, this book elucidates the step-by-step procedures used to solve problems and demonstrates the simplicity with which one can read and write computer programmes using BASIC language. It explains how a computer works, using an elementary model of the computer. All programmes are worked out on the IBM PC and involve a minimum of mathematics. This new edition is thoroughly revised and updated to incorporate recent developments in the field. It also contains a large number of worked-out examples and exercises with solutions to assist self-study. It can be used by all interested beginners and laymen as well.

This book explains what a supercomputer is and why such a machine is needed to solve challenging problems in science and engineering. The architecture of super computers which distinguishes them from other computers is explained and the need to vectorise programs to make effective use of supercomputers is brought out.

Proceedings of KBCS '89, with papers on expert systems, intelligent tutoring systems, knowledge representation, logic programming, natural language understanding, reasoning, and KBCS project activities in India.

The rapid development of high speed digital computers and the increasing desire for numerical answers to applied problems have led to increased demands in the courses dealing with the methods and techniques of numerical analysis. Numerical methods have always been useful but their role in the present-day scientific research has become prominent. For example, they

enable one to find the roots of transcendental equations and in solving nonlinear differential equations. Indeed, they give the solution when ordinary analytical methods fail. This well-organized and comprehensive text aims at enhancing and strengthening numerical methods concepts among students using C++ programming, a fast emerging preferred programming language among software developers. The book provides an synthesis of both theory and practice. It focuses on the core areas of numerical analysis including algebraic equations, interpolation, boundary value problem, and matrix eigenvalue problems. The mathematical concepts are supported by a number of solved examples. Extensive self-review exercises and answers are provided at the end of each chapter to help students review and reinforce the key concepts. KEY FEATURES : C++ programs are provided for all numerical methods discussed. More than 400 unsolved problems and 200 solved problems are included to help students test their grasp of the subject. The book is intended for undergraduate and postgraduate students of Mathematics, Engineering and Statistics. Besides, students pursuing BCA and MCA and having Numerical Methods with C++ Programming as a subject in their course will benefit from this book.

This introductory text on 'digital logic and computer organization' presents a logical treatment of all the fundamental concepts necessary to understand the organization and design of a computer. It is designed to cover the requirements of a first-course in computer organization for undergraduate Computer Science,

Electronics, or MCA students. Beginning from first principles, the text guides students through to a stage where they are able to design and build a small computer with available IC chips. Starting with the foundation material on data representation, computer arithmetic and combinatorial and sequential circuit design, the text explains ALU design and includes a discussion on an ALU IC chip. It also discusses Algorithmic State Machine and its representation using a Hardware Description Language before shifting to computer organization. The evolutionary development of a small hypothetical computer is described illustrating hardware-software trade-off in computer organization. Its instruction set is designed giving reasons why each new instruction is introduced. This is followed by a description of the general features of a CPU, organization of main memory and I/O systems. The book concludes with a chapter describing the features of a real computer, namely the Intel Pentium. An appendix describes a number of laboratory experiments which can be put together by students, culminating in the design of a toy computer. Key Features

- Self-contained presentation of digital logic and computer organization with minimal pre-requisites
- Large number of examples provided throughout the book
- Each chapter begins with learning goals and ends with a summary to aid self-study by students.

This highly acclaimed, well established, book now in its fifth edition, is intended for an introductory course in digital computer design for B.Sc. students of computer science, B.Tech. students of computer science and

engineering, and BCA/MCA students of computer applications. A knowledge of programming in C or Java would be useful to give the student a proper perspective to appreciate the development of the subject. The first part of the book presents the basic tools and develops procedures suitable for the design of digital circuits and small digital systems. It equips students with a firm understanding of logic principles before they study the intricacies of logic organization and architecture of computers in the second part. Besides discussing data representation, arithmetic operations, Boolean algebra and its application in designing combinatorial and sequential switching circuits, the book introduces the Algorithmic State Machines which are used to develop a hardware description language for the design of digital systems. The organization of a small hypothetical computer is described to illustrate how instruction sets are evolved. Real computers (namely, Pentium and MIPS machines) are described and compared with the hypothetical computer. After discussing the features of a CPU, I/O devices and I/O organization, cache and virtual memory, the book concludes with a new chapter on the use of parallelism to enhance the speed of computers. Besides, the fifth edition has new material in CMOS gates, MSI/ALU and Pentium5 architecture. The chapter on Cache and Virtual Memory has been rewritten. Written with a straightforward and student-centred approach, this extensively revised, updated and enlarged edition presents a thorough coverage of the various aspects of parallel processing including parallel processing architectures, programmability issues, data

dependency analysis, shared memory programming, thread-based implementation, distributed computing, algorithms, parallel programming languages, debugging, parallelism paradigms, distributed databases as well as distributed operating systems. The book, now in its second edition, not only provides sufficient practical exposure to the programming issues but also enables its readers to make realistic attempts at writing parallel programs using easily available software tools. With all the latest information incorporated and several key pedagogical attributes included, this textbook is an invaluable learning tool for the undergraduate and postgraduate students of computer science and engineering. It also caters to the students pursuing master of computer application. What's New to the Second Edition • A new chapter named Using Parallelism Effectively has been added covering a case study of parallelising a sorting program, and introducing commonly used parallelism models. • Sections describing the map-reduce model, top-500.org initiative, Indian efforts in supercomputing, OpenMP system for shared memory programming, etc. have been added. • Numerous sections have been updated with current information. • Several questions have been incorporated in the chapter-end exercises to guide students from examination and practice points of view.

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.

This concise book gives a comprehensive introduction to important essential concepts for understanding phenomenological physics of glassy state and glass transition behaviors observed in various dipole glass systems in terms of more familiar terminology from established glass and spin glass models. Important characteristic glass transition behaviors from supercooled liquid will be correlated with the corresponding behaviors of dipole glass systems so that senior undergraduate students, as well as new graduate

students, may better understand their science and engineering class lectures on the many varieties of glassy materials and glass transition phenomena. Many good books are available for spin glass and window pane glasses but not for dipole glass, however, several first generation pioneers (including Eric Courtens, Hugo Schmidt, and Robert Blinc) in the field of dipole glass have retired from the active working fronts. Very odd systems of dipole glass behaviors are reported frequently, and so a standard reference is needed that applies the fundamental concepts of dipole glass to make hierarchical connections between different systems very clear. This text aims to fulfill this need.

Today, parallel computing arouses enormous interest among students and professionals as it is clear that, as the new millennium progresses, all computers will work in parallel. A basic knowledge of the design and use of parallel computers is, therefore, essential for both students of computing and users of computers. Designed as an introductory-level textbook for the final year undergraduate students of computer science and engineering, this well-organized book covers state-of-the-art principles and techniques for designing and programming parallel computers. In the process, Professor Rajaraman and Dr. Siva Ram Murthy, with their wealth of knowledge and years of teaching and research experience, give a masterly analysis of the various aspects of parallel computing. The book begins with an introduction to the current state and developments in parallel computing, then it goes on to give a detailed discussion on such topics as instruction level parallel processing, architecture of parallel computers, parallel algorithms and parallel programming. Besides, the book gives an in-depth coverage of compiler transformations and operating systems for parallel computers. The text concludes with a chapter on performance evaluation of parallel computers. Interspersed with copious examples and

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numerous exercises, this timely book should prove to be a handy and treasured volume for students as well as professionals.

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.

In de bestseller Ik ben o.k. Jij bent o.k. laat psychiater Thomas Harris zien hoe de mens werkelijk vrij kan worden en op volwassen wijze met zijn kinderen en zijn medemensen

kan omgaan. Harris maakt begrijpelijk waarom wij handelen zoals we doen, waarom wij altijd op een bepaalde wijze reageren en wat nu eigenlijk de basis is van ons gedrag. Daarbij geeft Harris praktische aanwijzingen voor problemen in huwelijk, relatie en opvoeding, voor de groei naar volwassenheid en voor een creatief bestaan, voor vraagstukken op religieus terrein en voor conflicten in de samenleving. In een uitvoerig hoofdstuk laat hij zien wanneer iemand die in psychische moeilijkheden verkeert, behandeling nodig heeft. â Een snelle kuur naar volwassenheid is dit boek niet. Ook al komt het soms zo op ons af. Het geeft vooral voorlichting, het maakt gecompliceerde psychische problemen meer grijpbaar door eenvoudige taal. Ik zou het zonder twijfel aan mensen in grote verwardheid â en aan alle personen in hun omgeving â willen geven. Opdat alles voor hen overzichtelijker wordt en ze het lange en vaak pijnlijke werk kunnen beginnen, dat voert tot de ervaring: Ik ben o.k. en jij bent o.k. en we kunnen elkaar als volwassen mensen benaderen.â â Jan Foudraïne in zijn voorwoord

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

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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.

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.

"This book presents cutting-edge research and analysis of the most recent advancements in the fields of database systems and software development"--Provided by publisher.

The sixth edition of the highly acclaimed "Fundamentals of Computers" lucidly presents how a computer system functions. Both hardware and software aspects of computers are covered. The book begins with how numeric and character data are represented in a computer, how various input and output units function, how different types of memory units are organized, and how data is processed by the processor. The interconnection and communication between the I/O units, the memory, and the processor is explained clearly and concisely. Software concepts such as programming languages, operating systems, and communication protocols are discussed. With growing use of wireless to access computer networks, cellular wireless communication systems, WiFi (Wireless high fidelity), and WiMAX have become important. Thus it has now become part of "fundamental knowledge" of computers and has been included. Besides this, use of computers in multimedia processing has become commonplace and hence is discussed. With the increase in speed of networks and consequently the Internet, new computing environments such as peer to peer, grid, and cloud computing have emerged and will change the future of computing. Hence a new chapter on this topic has been included in this edition. This book is an ideal text for undergraduate and postgraduate students of Computer

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Applications (BCA and MCA), undergraduate students of engineering and computer science who study fundamentals of computers as a core course, and students of management who should all know the basics of computer hardware and software. It is ideally suited for working professionals who want to update their knowledge of fundamentals of computers. Key features • Fully updated retaining the style and all contents of the fifth edition. • In-depth discussion of both wired and wireless computer networks. • Extensive discussion of analog and digital communications. • Advanced topics such as multiprogramming, virtual memory, DMA, RISC, DSP, RFID, Smart Cards, WiGig, GSM, CDMA, novel I/O devices, and multimedia compression (MP3, MPEG) are described from first principles. • A new chapter on Emerging Computing Environments, namely, peer to peer, grid, and cloud computing, has been added for the first time in an entry level book. • Each chapter begins with learning goals and ends with a summary to aid self-study. • Includes an updated glossary of over 340 technical terms used in the book.

De markt van mobiele communicatie is nog altijd het snelst groeiende segment van de wereldwijde computer- en communicatiemarkt. Jochen Schiller behandelt in zijn boek *Mobiele communicatie* uitgebreid de huidige stand van zaken in de technologie en het onderzoek van mobiele communicatie, en schetst daarnaast een gedetailleerde achtergrond van het vakgebied. In het boek worden alle belangrijke aspecten van mobiele en draadloze communicatie besproken, van signalen en toegangsprotocollen tot beveiliging en de eisen die

applicaties stellen. De nadruk ligt hierbij op de overdracht van digitale data. Schiller illustreert de theorie met vele voorbeelden en maakt gebruik van diverse didactische hulpmiddelen, waardoor het boek zeer geschikt is voor zelfstudie en gebruik in het hoger onderwijs. In dit boek: nieuw materiaal van derde-generatiesystemen(3g) met uitgebreide behandeling van UMTS/W-CDMA Behandeling van de nieuwe WLAN-standaarden voor hoger data rates: 802.11a, b, g en HiperLan2 uitgebreide behandeling van Bluetooth met IEEE 802.15, profielen en applicaties uitgebreide behandeling van ad-hoc netwerken/networking en draadloze 'profiled' TCP Migratie van WAP 1.x. en i-mode richting WAP 2.0.

This first of a kind textbook provides computational tools in Fortran 90 that are fundamental to quantum information, quantum computing, linear algebra and one dimensional spin half condensed matter systems. Over 160 subroutines are included, and the numerical recipes are aided by detailed flowcharts. Suitable for beginner and advanced readers alike, students and researchers will find this textbook to be a helpful guide and a compendium. Key Features: Includes 160 subroutines all of which can be used either as a standalone program or integrated with any other main program without any issues. Every parameter in the input, output and execution has been provided while keeping both beginner and advanced users in mind. The output of every program is explained thoroughly with detailed examples. A detailed dependency chart is provided for every recipe.

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