

Computer Fundamental By Pk Sinha

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.

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 cloud 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 on multimedia 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.

Pratiyogita Darpan (monthly magazine) is India's largest read General Knowledge and Current Affairs Magazine. Pratiyogita Darpan (English monthly magazine) is known for quality content on General Knowledge and Current Affairs. Topics ranging from national and international news/ issues, personality development, interviews of examination toppers, articles/ write-up on topics like career, economy, history, public administration, geography, polity, social, environment, scientific, legal etc, solved papers of various examinations, Essay and debate contest, Quiz and knowledge testing features are covered every month in this magazine.

"Containing enough illustrations and well-compiled questionnaires to complement the easy language used throughout, this book is an attempt to make the concepts of computers interesting for everyone." --

Computer Fundamentals

Kotlin In-Depth [Vol-I]

Learn essential concepts of database systems

From the Rgveda to Sri Aurobindo

Python Programming Fundamentals

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.

Peter Norton's Computing Fundamentals 5th Edition is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an. Overview of computers, input methods and output devices, . processing data, storage devices, operating systems, software, . networking, Internet resources, and graphics. .

Master the concise and expressive power of a pragmatic, multi-paradigm language for JVM, Android and beyond**Key Features**- Language fundamentals- Object-oriented and functional programming with Kotlin- Kotlin standard library- Building domain-specific languages- Using Kotlin for Web development- Kotlin for Android platform- Coroutine-based concurrency**Description**The purpose of this book is to guide a reader through the capabilities of Kotlin language and give examples of how to use it for the development of various applications, be it desktop, mobile or Web. Although our primary focus is on 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 the language and its ecosystem, which will give you an understanding of the key ideas behind the Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters, we get to know the multi-paradigm nature of Kotlin which allows us 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 Kotlin based on domain-specific languages. In the concluding chapters, we give examples of using Kotlin for more specialized tasks, such as testing, building Android applications, Web development and creating microservices.What will you learnBy the end of the book you'll obtain a thorough knowledge of all the 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 forThe book is primarily aimed at developers who are familiar with Java and JVM and are 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 the Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior knowledge of Java. In general, experience in object-oriented or functional paradigm is a plus, but not required.Table of Contents1. Kotlin: Powerful and Pragmatic2. Language Fundamentals3. Defining Functions4. Working with Classes and Objects5. Leveraging Advanced Functions and Functional Programming6. Using Special-Case Classes7. Understanding Class Hierarchies8. Exploring Collections and I/O9. Generics10. Annotations and Reflection11. Domain-Specific Languages12. Java Interoperability13. Concurrency14. Testing with Kotlin15. Android Applications16. Web Development with Kotlin17. Building MicroserviceAbout the AuthorAleksei Sedunov has been working as a Java developer since 2008. Since 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, while carrying on with Kotlin as a main development tool.His LinkedIn Profile: <https://www.linkedin.com/in/alexey-sedunov-8554a530/>

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

Taxmann's Cyber Crimes & Laws | Choice Based Credit System (CBCS) | B.Com-Hons. | 4th Edition | January 2021

The Computer: A Very Short Introduction

From Algorithms to Programming on State-of-the-Art Platforms

The Journey of Advaita

Foundations of Programming Languages

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 identifies 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

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&..

Advancements in microprocessor architecture, interconnection technology, and software development have fueled rapid growth in parallel and distributed computing. However, this development is only of practical benefit if it is accompanied by progress in the design, analysis and programming of parallel algorithms. This concise textbook provides, in one place, three mainstream parallelization approaches, Open MPP, MPI and OpenCL, for multicore computers, interconnected computers and graphical processing units. An overview of practical parallel computing and principles will enable the reader to design efficient parallel programs for solving various computational problems on state-of-the-art personal computers and computing clusters. Topics covered range from parallel algorithms, programming tools, OpenMP, MPI and OpenCL, followed by experimental measurements of parallel programs' run-times, and by engineering analysis of obtained results for improved parallel execution performances. Many examples and exercises support the exposition.

Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used for a one-semester course to build solid foundations in Java, Fundamentals of Java Programming eschews second-semester content to concentrate on over 180 code examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides.

Peter Norton's Introduction to Computers

Practical Programming

Third International Conference, IC3 2010, Noida, India, August 9-11, 2010. Proceedings

Handbook of Computer Science & IT

Contemporary Computing

This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: includes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

About the Book The Journey of Advaita elucidates the richness, depth and profundity of Advaitic thought right from Vedas to Integral Advaitism of Sri Aurobindo and further how it is being incorporated in modern science. Advaita Philosophy is not a later development of thought as one of the six systems of Indian philosophy. Vedas are replete with suggestions about Unity. The earlier stage of naturalistic and anthropomorphic polytheism yielded to monistic belief. In the dictum, ekam sad viprā bahudhā vadanti we perceive an echo of Unity. Upaniṣadic seers picked up this Unity and tirelessly went in their search till they came to the highest conclusion, tat tvam asi. This concept of Unity gets its full bloom in Śaṅkara's Kevalādvaita; later on it gave inspiration to different rivulets of Vedānta schools. Śaṅkara's unqualified impersonal Brahman could not satisfy those who sought loving communion with God. Consequently different schools of Bhakti-Vedānta came into existence, namely, Viśiṣṭādvaita of Rāmānuja, Dvaita of Madhva, Dvaitādvaita of Nimbārka and Suddhādvaita of Vallabha. For all of them the emphasis is on the liberation of individual soul only, which gave way to Sri Aurobindo's Integral Advaitism where the emphasis is not only on spiritualization of man but of the whole cosmos. The journey continues further with modern physics. Consciousness is the building block of the Universe and the ground of all beings, which can't be found in plural. About the Author Dr Priti Sinha retired as the Head, Department of Philosophy, Vasanta College, Banaras Hindu University after twenty-eight years of service. An alumna of the university, she holds a doctorate and postgraduate degrees, both in Philosophy as well as Religion and Philosophy. She has been recognized for her work in several national and international seminars. An accomplished musician, Dr Sinha has the distinction of choreographing dance dramas, human puppetry and designing costumes for stage plays, especially historical dramas. Classroom-tested by tens of thousands of students, this new edition of the bestselling intro to programming book is for anyone who wants to understand computer science. Learn about design, algorithms, testing, and debugging. Discover the fundamentals of programming with Python 3.6--a language that's used in millions of devices. Write programs to solve real-world problems, and come away with everything you need to produce quality code. This edition has been updated to use the new language features in Python 3.6.

This volume constitutes the refereed proceedings of the Third International Conference on Contemporary Computing, IC3 2010, held in Noida, India, in August 2010.

Foundations of Computing

Algorithms and Applications

An Introduction to Computer Science Using Python 3.6

COURSE ON COMPUTER CONCEPTS MADE SIMPLE.

Discusses the basic components of computers; how increasingly miniature parts have led to products, applications, and networks that solve problems; the issues that increased connectivity has produced; and some of the emerging technologies in the field.

Cut through the noise and get real results with a step-by-step approach to understanding supervised learning algorithms

Covering all the essential components of Unix/Linux, including process management, concurrent programming, timer and time service, file systems and network programming, this textbook emphasizes programming practice in the Unix/Linux environment. Systems Programming in Unix/Linux is intended as a textbook for systems programming courses in technically-oriented Computer Science/Engineering curricula that emphasize both theory and programming practice. The book contains many detailed working example programs with complete source code. It is also suitable for self-study by advanced programmers and computer enthusiasts. Systems programming is an indispensable part of Computer Science/Engineering education. After taking an introductory programming course, this book is meant to further knowledge by detailing how dynamic data structures are used in practice, using programming exercises and programming projects on such topics as C structures, pointers, link lists and trees. This book provides a wide range of knowledge about computer systemsoftware and advanced programming skills, allowing readers to interface with operatingsystem kernel, make efficient use of system resources and develop application software.It also prepares readers with the needed background to pursue advanced studies inComputer Science/Engineering, such as operating systems, embedded systems, databasesystems, data mining, artificial intelligence, computer networks, network security,distributed and parallel computing.

Learn efficient 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

Foundations of Computer Science

A New, Interactive Approach to Understanding Supervised Learning Algorithms, 2nd Edition

CONCEPTS AND DESIGN

Computer Fundamentals and Problem Solving

INFORMATION TECHNOLOGY : THEORY AND PRACTICE

Computer Vision: Algorithms and Applications explores the variety of techniques commonly used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both for specialized applications such as medical imaging, and for fun, consumer-level tasks such as image editing and stitching, which students can apply to their own personal photos and videos. More than just a source of "recipes," this exceptionally authoritative and comprehensive textbook/reference also takes a scientific approach to basic vision problems, formulating physical models of the imaging process before inverting them to produce descriptions of a scene. These problems are also analyzed using statistical models and solved using rigorous engineering techniques. Topics and features: structured to support active curricula and project-oriented courses, with tips in the Introduction for using the book in a variety of customized courses; presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects; provides additional material and more detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, and Bayesian estimation theory; suggests additional reading at the end of each chapter, including the latest research in each sub-field, in addition to a full Bibliography at the end of the book; supplies supplementary course material for students at the associated website, <http://szeliski.org/Book/>. Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision. Designed to provide an insight into the database concepts DESCRIPTION Book teaches the essentials of DBMS to anyone who wants to become an effective and independent DBMS Master. It covers all the DBMS fundamentals without forgetting few vital advanced topics such as from installation, configuration and monitoring, up to the backup and migration of database covering few database client tools. KEY FEATURES Book contains real-time executed commands along with screenshot Parallel execution and explanation of Oracle and MySQL Database commands A Single comprehensive guide for Students, Teachers and Professionals Practical oriented book WHAT WILL YOU LEARN Relational Database,Keys Normalization of database SQL, SQL Queries, SQL joins Aggregate Functions,Oracle and Mysql tools WHO THIS BOOK IS FOR Students of Polytechnic Diploma Classes- Computer Science/ Information Technology Graduate Students- Computer Science/ CSE / IT/ Computer Applications Master Class Students-Msc (CS/IT)/ MCA/ M.Phil, M.Tech, M.S. Industry Professionals- Preparing for Certifications Table of Contents ❶. Fundamentals of data and Database management system 2. Database Architecture and Models 3. Relational Database and normalization 4. Open source technology & SQL 5. Database queries 6. SQL operators 7. Introduction to database joins 8. Aggregate functions, subqueries and users 9. Backup & Recovery 10. Database installation 11. Oracle and MYSQL tools 12. Exercise

This clearly written textbook introduces the reader to the three styles of programming, examining object-oriented/imperative, functional, and logic programming. The focus of the text moves from highly prescriptive languages to very descriptive languages, demonstrating the many and varied ways in which we can think about programming. Designed for interactive learning both inside and outside of the classroom, each programming paradigm is highlighted through the implementation of a non-trivial programming language, demonstrating when each language may be appropriate for a given problem. Features: includes review questions and solved practice exercises, with supplementary code and support files available from an associated website; provides the foundations for understanding how the syntax of a language is formally defined by a grammar; examines assembly language programming using CoCo; introduces C++, Standard ML, and Prolog; describes the development of a type inference system for the language Small.

Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS

guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.': A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

Computer Fundamentals & Programming in C

Architecture and Organization

Digital Design, Fundamentals of Computer Architecture and Assembly Language

Guide to Computer Network Security

Discrete Mathematical Structures for Computer Science

This text has been designed as a complete introduction to discrete mathematics, primarily for computer science majors in either a one or two semester course. The topics addressed are of genuine use in computer science, and are presented in a logically coherent fashion. The text minimizes the mass of definitions and the abstraction of some of the theory. For example, relations and directed graphs are treated as two aspects of the same mathematical idea. Whenever possible each new idea uses previously encountered material, and then developed in such a way as to follow.

This timely textbook presents a comprehensive guide to the core topics in cybersecurity, covering issues of security that extend beyond traditional computer networks to the ubiquitous mobile communications and online social networks that have become part of our daily lives. In a rapidly changing digital ecosystem, this book stresses the importance of security awareness, whether in our homes, our businesses, or our public spaces. This fully updated new edition features new material on the security issues raised by blockchain technology, and its use in logistics and supply chain contracts. Topics and features: Explores the full range of security risks and vulnerabilities in all connected digital systems Inspires debate over future developments and improvements necessary to enhance the security of personal, public, and private enterprise systems Raises the profile of legal, social, technical, and ethical challenges, such as the tension between privacy and security Describes the fundamentals of traditional computer network security, and common threats to security Reviews the current landscape of tools, algorithms, and professional best practices Discusses the security issues introduced by the latest generation of network technologies, including mobile systems, cloud computing, and blockchain Presents exercises of varying levels of difficulty at the end of each chapter, and concludes with a diverse selection of practical projects for students and instructors at an associated website, including slides, additional projects, and syllabus suggestions This important textbook/reference is an invaluable resource for students of computer science, engineering, and information management, as well as for practitioners working in the field.

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 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 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.

Computer Fundamentals & Programming in C
The highly praised book in communications 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.

Introduction to Parallel Computing

Computer Systems

Peter Norton's Computing Fundamentals

Fundamentals of Multimedia

The The Supervised Learning Workshop

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.

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This book is a comprehensive & authentic textbook on 'Cyber Crimes & Laws'. This book aims to fulfill the requirement of the following students • B.Com./B.Com. (Hons.) under CBCS Programme • B.Com: Semester-III | Paper BC 3.4 (B) | Cyber Crimes and Laws • B.Com. (Hons.): Semester-IV | Paper BCH 4.5(F) | Cyber Crimes and Laws • Non-Collegiate Women's Education Board • School of Open Learning of University of Delhi • Various Central Universities throughout India. The Present Publication is the 4th Edition, authored by Sushma Arora & Raman Arora, with the following noteworthy features: • The subject-matter is presented in a simple, systematic method along with comprehensive explanation of the concept and theories underlying basic financial accounting. • [Student-Oriented Book] This book has been developed, keeping in mind the following factors: • Interaction of the author/teacher with his/her students in the class-room • Shaped by the author/teachers experience of teaching the subject-matter at different levels • [Specific Emphasis] Reaction and responses of students have been incorporated at different places in the book • [Comprehensive Coverage of the Laws] with interesting examples/case studies derived from landmark rulings • [Test Question, True/False Statements & Projects] are given at the end of each chapter to provide students a thorough practice in solving examination questions • Contents of this book is as follows: • Unit I - Cyber Crimes • Cyber Crimes: Meaning, Categories and Kinds • Unit II - Definitions under IT Act, 2000 and Contemporary Business Issues in Cyber Space • Unit III - Electronic Records • Unit IV - Regulatory Framework • Unit V - Case Laws • Past Examination Papers • B.Com. CBCS SEM-III (November 2016) • B.Com. (H) CBCS SEM-IV (May-June 2017) • B.Com. (H) CBCS SEM-IV (May-June 2018) • B.Com. CBCS SEM-III (November 2018) • BA (Prog.) SEM-III (November 2018) • B.Com. SEM-III (November 2019) • BA (Prog.) SEM-III (November 2019) • B.Com. CBCS SEM-III (December 2020)

INTRODUCTION TO INFORMATION TECHNOLOGY

A Complete Guide to Computer Fundamentals

Learn Python in 7 Days

FUNDAMENTALS OF COMPUTERS

Systems Programming in Unix/Linux

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.

Pratiyogita Darpan

COMPUTER FUNDAMENTALS (SEMESTER - 1).

Fundamental of Database Management System

DISTRIBUTED OPERATING SYSTEMS

Computer Vision