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Basic Computer Programming - V.K. Jain 2004-11

Thinking about Computer Programming as a career option? Completely revised and updated, this basic computer programming book can launch you onto a bright career. Meant for both freshers as well as advanced users, it is an authentic volume for learners to use a computer without any outside help. The guide is designed for self-help learning. Some salient features:

- *Historical evolution of the computer.
- *Computer characteristics, anatomy & architecture.
- *Flow charts, Getting started with BASIC, Arithmetic / Input / Control / Conditional Statement.
- *Putting data out of computers.
- *Some programming applications, Arrays, Library, user defined functions; Subroutines, Sequential files.
- *System commands; Programming design & problem solving.

Enterprise Resource Planning and Supply Chain Management - Karl E. Kurbel 2013-08-23

This book is about running modern industrial enterprises with the help of information systems. Enterprise resource planning (ERP) is the core of business information processing. An ERP system is the backbone of most companies' information systems landscape. All major business processes are handled with the help of this system. Supply chain management (SCM) looks beyond the individual company, taking into

account that enterprises are increasingly concentrating on their core competencies, leaving other activities to suppliers. With the growing dependency on the partners, effective supply chains have become as important for a company's success as efficient in-house processes. This book covers typical business processes and shows how these processes are implemented. Examples are presented using the leading systems on the market – SAP ERP and SAP SCM. In this way, the reader can understand how business processes are actually carried out "in the real world".

Introduction to Software Packages - Sheila Frankel 1984

Introduction to Computing & Problem Solving With PYTHON - Jeeva Jose 2016-08-01

This book 'Introduction to Computing and Problem Solving with Python' will help every student, teacher and researcher to understand the computing basics and advanced Python programming language. The Python programming topics include the reserved keywords, identifiers, variables, operators, data types and their operations, flow control techniques which include decision making and looping, modules, files and exception handling techniques. Advanced topics like Python regular expressions, Database Programming and Object Oriented Programming concepts are also

covered in detail. All chapters have worked out programs, illustrations, review and frequently asked interview questions. The simple style of presentation makes this a friend for self-learners. More than 300 solved lab exercises available in this book is tested in Python 3.4.3 version for Windows. The book covers syllabus for more than 35 International Universities and 45 Indian universities like Dr. APJ Abdul Kalam Technological University, Christ University, Savitribai Phule Pune University, University of Delhi, University of Calicut, Mahatma Gandhi University, University of Mumbai, AICTE, CBSE, MIT, University of Virginia, University of Chicago, University of Toronto, Technical University of Denmark etc.

Computational Physics - Rubin H. Landau
2015-09-08

The use of computation and simulation has become an essential part of the scientific process. Being able to transform a theory into an algorithm requires significant theoretical insight, detailed physical and mathematical understanding, and a working level of competency in programming. This upper-division text provides an unusually broad survey of the topics of modern computational physics from a multidisciplinary, computational science point of view. Its philosophy is rooted in learning by doing (assisted by many model programs), with new scientific materials as well as with the Python programming language. Python has become very popular, particularly for physics education and large scientific projects. It is probably the easiest programming language to learn for beginners, yet is also used for mainstream scientific computing, and has packages for excellent graphics and even symbolic manipulations. The text is designed for an upper-level undergraduate or beginning graduate course and provides the reader with the essential knowledge to understand computational tools and mathematical methods well enough to be successful. As part of the teaching of using computers to solve scientific problems, the reader is encouraged to work through a sample problem stated at the beginning of each chapter or unit, which involves studying the text, writing, debugging and running programs, visualizing the results, and the expressing in words what has been done

and what can be concluded. Then there are exercises and problems at the end of each chapter for the reader to work on their own (with model programs given for that purpose).

Building Java Programs - Stuart Reges
2013-02-25

NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e
Schaum's Outline of Theory and Problems of Programming with C - Byron S. Gottfried 1996
The broad, yet in-depth coverage of C programming language, within the context of today's C programming style, makes this book as useful for practicing professionals as it is for

beginning programmers. This study guide solves many sample problems using other programming languages so readers can compare several popular languages. It also includes clear explanations of most of the features in the current ANSI standard. The emphasis throughout is on designing clear, legible, modular and efficient programs.

C# Programming :: - Harry. H. Chaudhary.
2014-06-02

This book gives a good start and complete introduction for C# Programming for Beginner's. While reading this book it is fun and easy to read it. This book is best suitable for first time C# readers, Covers all fast track topics of C# for all Computer Science students and Professionals. This book is targeted toward those who have little or no programming experience or who might be picking up C# as a second language. The book has been structured and written with a purpose: to get you productive as quickly as possible. I've used my experiences in writing applications with C# and teaching C# to create a book that I hope cuts through the fluff and teaches you what you need to know. All too often, authors fall into the trap of focusing on the technology rather than on the practical application of the technology. I've worked hard to keep this book focused on teaching you practical skills that you can apply immediately toward a development project. This book is divided into ten Chapters, each of which focuses on a different aspect of developing applications with C#. These parts generally follow the flow of tasks you'll perform as you begin creating your own programs with C#. I recommend that you read them in the order in which they appear. Using C#, this book develops the concepts and theory of Building the Program Logic and Interfaces analysis, Exceptions, Delegates and Events and other important things in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Thinking In C# Programming is a solution bank for various complex problems related to C# and .NET. It can be used as a reference manual by Computer Science Engineering students. This Book also

covers all aspects of B.TECH CS, IT, and BCA and MCA, BSC IT. Preview introduced programmers to a new era called functional programming. C# focused on bridging the gap between programming languages and databases. This book covers all the language features from the first version through C# . It also provides you with the essentials of using Visual Studio 2005 to let you enjoy its capabilities and save you time by using features such as IntelliSense. Learning a new programming language can be intimidating. If you've never programmed before, the act of typing seemingly cryptic text to produce sleek and powerful applications probably seems like a black art, and you might wonder how you'll ever learn everything you need to know. The answer is, of course, one step at a time. The first step to learning a language is the same as that of any other activity: building confidence. Programming is part art and part science. Although it might seem like magic, it's more akin to illusion: After you know how things work a lot of the mysticism goes away, freeing you to focus on the mechanics necessary to produce any given desired result. Chapter 1 (Introduction To C# AND .NET) Chapter 2 (Your First Go at C# Programming) Chapter 3 (C# Data Types)' Chapter 4 (Building the Program Logic) Chapter 5 (Using Classes) Chapter 6 (Function Members) Chapter 7 (Structs, Enums, and Attributes) Chapter 8 (Interfaces) Chapter 9 (Exceptions) Chapter 10 (Delegates and Events)

Computer Systems - Ata Elahi 2017-11-08

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

Computer Networks - Larry L. Peterson
2011-03-02

Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols

and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and

tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title:

Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book)

ISBN: 9789544007737 ISBN-13:

978-954-400-773-7 (9789544007737) ISBN-10:

954-400-773-3 (9544007733) Author: Svetlin

Nakov & Co. Pages: 1132 Language: English

Published: Sofia, 2013 Publisher: Faber

Publishing, Bulgaria Web site:

<http://www.introprogramming.info> License: CC-

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programming, book, computer programming,

programming fundamentals, ebook, book

programming, C#, CSharp, C# book, tutorial,

C# tutorial; programming concepts,

programming fundamentals, compiler, Visual

Studio, .NET, .NET Framework, data types,

variables, expressions, statements, console,

conditional statements, control-flow logic, loops,

arrays, numeral systems, methods, strings, text

processing, StringBuilder, exceptions, exception

handling, stack trace, streams, files, text files,

linear data structures, list, linked list, stack,

queue, tree, balanced tree, graph, depth-first

search, DFS, breadth-first search, BFS,

dictionaries, hash tables, associative arrays,

sets, algorithms, sorting algorithm, searching

algorithms, recursion, combinatorial algorithms,

algorithm complexity, OOP, object-oriented

programming, classes, objects, constructors,

fields, properties, static members, abstraction,

interfaces, encapsulation, inheritance, virtual

methods, polymorphism, cohesion, coupling,

enumerations, generics, namespaces, UML,

design patterns, extension methods, anonymous

types, lambda expressions, LINQ, code quality,

high-quality code, high-quality classes, high-

quality methods, code formatting, self-

documenting code, code refactoring, problem

solving, problem solving methodology,

9789544007737, 9544007733

Computer Science Distilled - Wladston

Ferreira Filho 2017-01-17

A foolproof walkthrough of must-know computer science concepts. A fast guide for those who don't need the academic formality, it goes straight to what differentiates pros from amateurs. First introducing discrete mathematics, then exposing the most common algorithm and data structure design elements, and finally the working principles of computers and programming languages, the book is indicated to all programmers.

[Introduction to Computation and Programming Using Python, third edition](#) - John V. Guttag
2021-01-26

The new edition of an introduction to the art of computational problem solving using Python.

This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including numpy, matplotlib, random, pandas, and sklearn. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data as well as substantial material on machine learning. All of the code in the book and an errata sheet are available on the book's web page on the MIT Press website.

Data Structures and Algorithms in Python - Michael T. Goodrich 2013-03-08

Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

Cryptography and Network Security - Atul Kahate 2007

Security being one of the main concerns of any organization, this title clearly explains the concepts behind Cryptography and the principles employed behind Network Security.

The text steers clear of complex mathematical treatment and presents the concept.

Programming in ANSI C - E. Balagurusamy 2017

Computer Fundamentals - Anita Goel 2010-09

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.

Software Testing and Analysis - Mauro Pezze 2008

Teaches readers how to test and analyze software to achieve an acceptable level of quality at an acceptable cost Readers will be able to minimize software failures, increase quality, and effectively manage costs Covers techniques that are suitable for near-term application, with sufficient technical background to indicate how and when to apply them

Provides balanced coverage of software testing & analysis approaches By incorporating modern topics and strategies, this book will be the standard software-testing textbook

The Elements of Computing Systems - Noam Nisan 2008

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

BASIC COMPUTER ENGINEERING - Prof. Vikram Rajpoot, Prof. Rakesh Agarwal & Prof. Prashant Chaturvedi 2021-05-04

This book is of immense use for the students of B.Tech (CSE), B.Tech (IT), BCA, DCA and PGDCA who involved in this field. This book is divided into five chapters and all topics are illustrated with clear diagrams, very simple language is used throughout the text to facilitate easy understanding of concepts, Students will find the parts in the earliest way that they can understand. We hope the book will serve its intended purpose and students will get benefit from it the maximum possible ways. We would like to thanks to all peoples who suggest our book and all the students who invoke this book, we hope that this new edition will serve a great knowledge, and will be immensely helpful to all students, who are often hard pressed of time. Any suggestion from students, teachers and experts for the improvement of this book will be

greatly acknowledged and will lead towards the preparation of the next edition. We sincerely hope that all people will enjoy to reading this book. Prof. Vikram Rajpoot Prof. Prashant Chaturvedi Prof. Rakesh Agarwal

COMPUTER BASICS AND C

PROGRAMMING - V. RAJARAMAN 2008-08-19

This book introduces students to the basics of computers, software and internet along with how to program computers using the C language. It is intended for an introductory course that gives beginning engineering and science students a firm rooting in the fundamental principles of computers and information technology, and also provides invaluable insights into key concepts of computing through development of skills in programming and problem solving using C language. To this end, the book is eminently suitable for the first-year engineering students of all branches and MCA students, as per the prescribed syllabus of several universities. C is a difficult language to learn if it is not methodically introduced. The book explains C and its basic programming techniques in a way suitable for beginning students. It begins by giving students a solid foundation in algorithms to help them grasp the overall concepts of programming a computer as a problem-solving tool. Simple aspects of C are introduced first to enable students to quickly start writing programs. More difficult concepts in the latter parts of the book, such as pointers and their use, have been presented in an accessible manner making the learning of C an exciting and interesting experience. The methodology used is to illustrate each new concept with a program and emphasize a good style in programming to allow students to gain sufficient skills in problem solving. KEY FEATURES Self-contained introduction to both computers and programming for beginners All important features of C illustrated with over 100 examples Good style in programming emphasized Laboratory exercises on applications of MS Office, namely, Word processing, Spreadsheet, PowerPoint are included.

C Plus Plus Programming Language in Hindi - Virender

c plus plus programming language book in hindi, c++ programming book in hindi, c++ computer

science book, c plus plus computer language book in hindi

Fund Of Computers - E. Balagurusamy 2009

Encyclopedia of E-Collaboration - Kock, Ned 2007-12-31

"This encyclopedia provides the most comprehensive compilation of information on the design and implementation of e-collaboration technologies, their behavioral impact on individuals and groups, and theoretical considerations on links between the use of e-collaboration technology and behavioral patterns. It delivers indispensable content to libraries and researchers looking to develop programs of investigation into the use of e-collaboration"--Provided by publisher.

Computer Oriented Statistical and Numerical Methods - E. Balagurusamy 2000-02-01

A comprehensive and up to date text developed according to the current curriculum needs in India, it is an ideal course book for students of DCA, MCA, BSc (Computer Science) and B Tech. **Programming in Basic** - E. Balagurusamy 1984

COMPUTER FUNDAMENTALS (SEMESTER - 1). - P. K. SINGH 2015

Advanced Engineering Mathematics -

Michael Greenberg 2013-09-20

Appropriate for one- or two-semester Advanced Engineering Mathematics courses in departments of Mathematics and Engineering. This clear, pedagogically rich book develops a strong understanding of the mathematical principles and practices that today's engineers and scientists need to know. Equally effective as either a textbook or reference manual, it approaches mathematical concepts from a practical-use perspective making physical applications more vivid and substantial. Its comprehensive instructional framework supports a conversational, down-to-earth narrative style offering easy accessibility and frequent opportunities for application and reinforcement. *Basic Computer Engineering Precise* - WILEY. 2012-10

Introduction to C Programming - Reema Thareja 2015

Introduction to C Programming 2e is designed to serve as a textbook for the undergraduate students of engineering, computer applications, and computer science for a basic course on C programming. The book focuses on the fundamentals to enable students to write effective C programs.

OBJECT- ORIENTED PROGRAMMING IN C++ (With CD) - Rajesh K. Shukla 2008-06-01

Market_Desc: · General Readers· Students pertaining to B.E., MCA, PGDCA, and MSc degree courses of most Indian universities and training institute offering OOPS & C++· C++ professionals Special Features: · Covers the complete syllabus of various universities offering course on object oriented programming methodologies· Concepts are well illustrated through examples and tested programs· Multiple choice questions are included at the end of each chapter· Model question papers are also included· Theoretical part is supported with C++ implementation. The attached CD contains numerous tested and debugged programs· Strong emphasis is given on implementation and examples throughout the book About The Book: This book offers solid, effective and easy to understand approach to the study of fundamental Object Oriented Programming. The book is a boon for general readers, C++ Professionals, and students from both graduate and postgraduate courses in computer engineering, who are inquisitive to explore each and every aspect of OOPS and C++. It renders expansive information about a wide array of topics like C++, arrays, structures, unions, bit fields, functions, pointers, template, exception handling, file handling and graphics with numerous examples. The text comprises fourteen chapters and each chapter is further divided into modules of major topics. Each module has a uniform structured presentation starting with learning objective, declaration, implementation, example programs, operations, and types, summary, multiple choice sections, programming assignments, review questions followed by the solution of the programming assignments.

Mining of Massive Datasets - Jure Leskovec 2014-11-13

Now in its second edition, this book focuses on practical algorithms for mining data from even

the largest datasets.

HTML & CSS: The Complete Reference, Fifth Edition - Thomas Powell 2010-01-08

The Definitive Guide to HTML & CSS--Fully Updated Written by a Web development expert, the fifth edition of this trusted resource has been thoroughly revised and reorganized to address HTML5, the revolutionary new Web standard. The book covers all the elements supported in today's Web browsers--from the standard (X)HTML tags to the archaic and proprietary tags that may be encountered. HTML & CSS: The Complete Reference, Fifth Edition contains full details on CSS 2.1 as well as every proprietary and emerging CSS3 property currently supported. Annotated examples of correct markup and style show you how to use all of these technologies to build impressive Web pages. Helpful appendixes cover the syntax of character entities, fonts, colors, and URLs. This comprehensive reference is an essential tool for professional Web developers. Master transitional HTML 4.01 and XHTML 1.0 markup Write emerging standards-based markup with HTML5 Enhance presentation with Cascading Style Sheets (CSS1 and CSS 2.1) Learn proprietary and emerging CSS3 features Learn how to read (X)HTML document type definitions (DTDs) Apply everything in an open standards-focused fashion Thomas A. Powell is president of PINT, Inc. (pint.com), a nationally recognized Web agency. He developed the Web Publishing Certificate program for the University of California, San Diego Extension and is an instructor for the Computer Science Department at UCSD. He is the author of the previous bestselling editions of this book and Ajax: The Complete Reference, and co-author of JavaScript: The Complete Reference.

Data Structures and Algorithms in Java -

Michael T. Goodrich 2014-01-28

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as

Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Introduction to Computer Science, 2/e - IITL Education Solutions Limited 2011

Discusses most ideas behind a computer in a simple and straightforward manner. The book is also useful to computer enthusiasts who wish to gain fundamental knowledge of computers.

Programming in ANSI C - Ray Dawson 1993-01-01

The Book of R - Tilman M. Davies 2016-07-16

The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of

R's functionality. Make The Book of R your doorway into the growing world of data analysis.
Fundamentals of Computer - Rajaraman V 1996

The Art of Software Testing - Glenford J. Myers 2004-07-22

This long-awaited revision of a bestseller provides a practical discussion of the nature and aims of software testing. You'll find the latest methodologies for the design of effective test

cases, including information on psychological and economic principles, managerial aspects, test tools, high-order testing, code inspections, and debugging. Accessible, comprehensive, and always practical, this edition provides the key information you need to test successfully, whether a novice or a working programmer. Buy your copy today and end up with fewer bugs tomorrow.

Expert Systems for Management and Engineering - E. Balagurusamy 1990