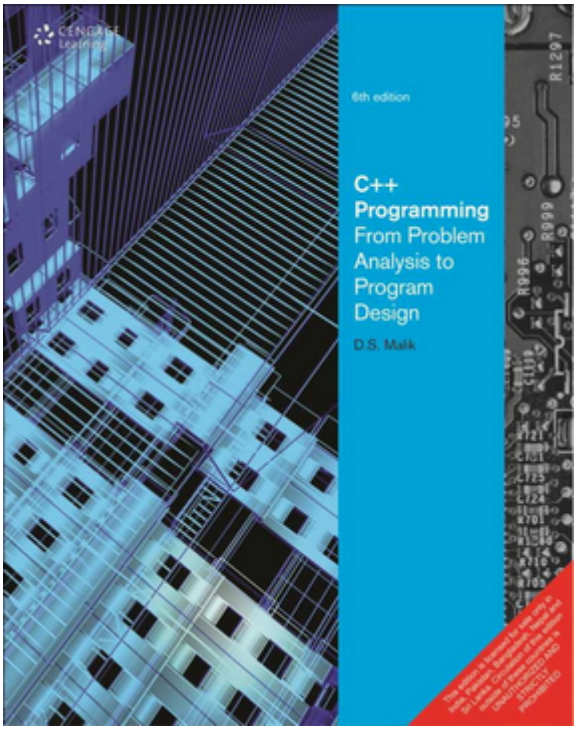


Book Title:-C++ Programming: From Problem Analysis to Program Design

Author :-D.S. Malik

ISBN :-9788131521571

Price :-*INR* 4320

Pages :-1440

Edition :-6

Binding :-Paperback

Imprint :-Course Technology

© Year :-2013

Overview :

C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 6E, remains the definitive text for a first programming language course. D.S. Malik's time-tested, student-centered methodology uses a strong focus on problem-solving and full-code examples to vividly demonstrate the how and why of applying programming concepts and utilizing C++ to work through a problem. This new edition includes updated end-of-chapter exercises, new debugging exercises, an earlier introduction to variables and a streamlined discussion of user-discussion of user-defined functions to best meet the needs of the modern CS1 course.

Feature :

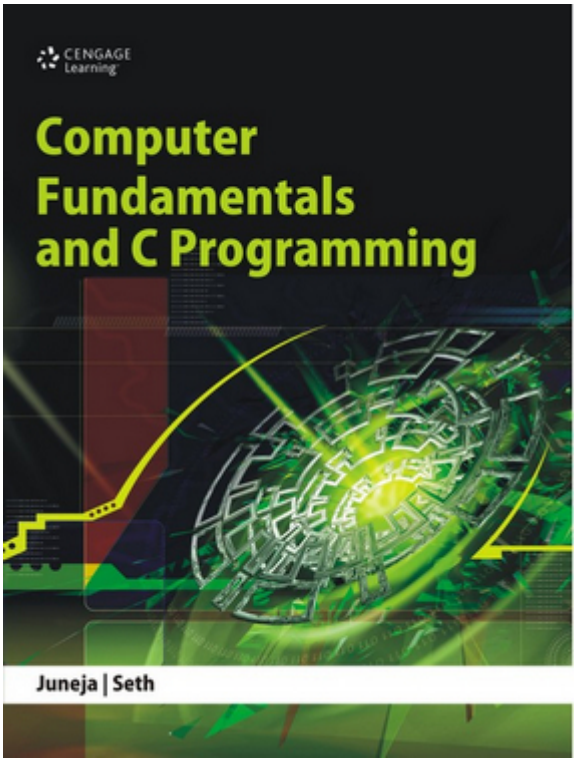
- A full-color interior precisely displays syntax highlighting, emphasizing C++ keywords and comments for beginning programmers. More than 300 visual diagrams illuminate difficult concepts.
- Numbered full-code examples throughout walk students through the stages of Input, Output, Problem Analysis, and Algorithm Design to illustrate key topics in each chapter. Every programming example includes a full explanation and sample run.
- Reorganized content introduces variables earlier and streamlines user-defined functions in response to instructor demand.
- Updated end-of-chapter exercises emphasize timely and relevant problems, providing ample opportunities for practice.
- Answers to Odd Numbered Exercises

Table Of Content :

About Author :

D.S. Malik

D.S. Malik is a Professor of Mathematics and Computer Science at Creighton University. He received his Ph.D. from Ohio University in 1985. He has published more than 45 papers and 18 books on abstract algebra, applied mathematics, fuzzy automata theory and languages, fuzzy logic and its applications, programming, data structures, and discrete mathematics.



Book Title:-Computer Fundamentals and C Programming

Author :-B.L Juneja | A Seth

ISBN :-9788131516157

Price :-*INR* 1580

Pages :-526

Edition :-1

Binding :-Paperback

Imprint :-Cengage Learning India

© Year :-2012

Overview :

Computer Fundamentals and C Programming is designed to serve as a textbook for undergraduate students of engineering for the course on Computer Fundamentals and C Programming offered by all major technological universities. It caters to the needs of students of B.Sc. (Computer Science and Mathematics), BCA, and MCA. This book has been carefully developed to equip students with comprehensive knowledge of computer fundamentals and C programming so that they can develop programs on their own for various applications, ranging from solutions of algebraic equations to online test evaluations. The book offers detailed discussions on several important topics pertaining to C programming such as iterations, functions, arrays, pointers, strings, structures and unions, dynamic memory management and linked lists, preprocessor directives, applications of programming in C, and many more. Every topic has been supplemented with an illustrative program to aid in faster and effective understanding for the students.

Feature :

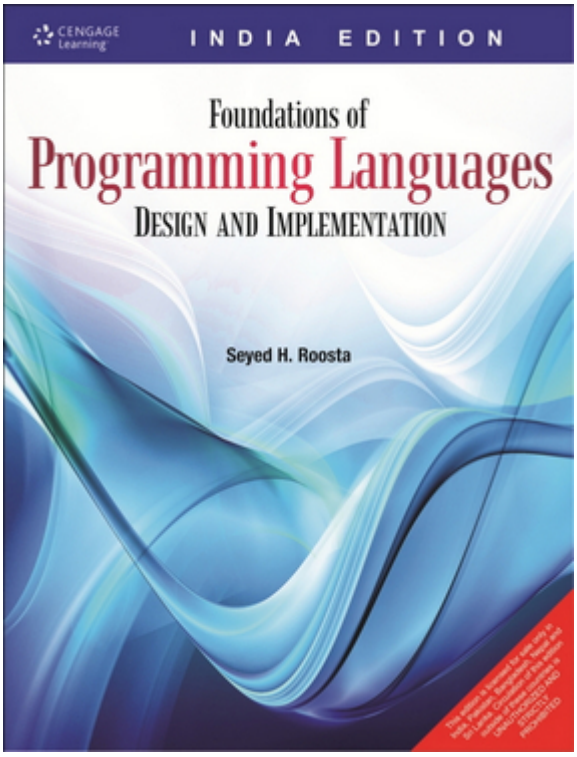
- A *Chapter Outline* included at the beginning of each chapter highlights the topics covered
- Each chapter begins with fundamental concepts, which provide a brief overview of the topics discussed
- It covers basic topics on computer fundamentals, which are essential for primary learners of C programming
- The book contains more than 300 live programs
- Each chapter is rich in pedagogy and includes figures, tables, and solved examples that supplement the topics discussed
- A list of common programming errors has been provided at the end of most chapters to highlight the errors committed by novice as well as experienced programmers

Table Of Content :

About Author :

B.L. Juneja, formerly Professor in the Department of Mechanical Engineering, Indian Institute of Technology Delhi, has a vast academic experience of teaching undergraduate and postgraduate students.

A. Seth, a PhD in mobile communication from Indian Institute of Technology Delhi, is presently serving as a faculty at the Institute of Engineering and Technology, DAVV University, Indore.



Book Title:-Foundations of Programming Languages

Author :-Seyed H. Roosta

ISBN :-9788131510629

Price :-*INR* 2015

Pages :-672

Edition :-1

Binding :-Paperback

Imprint :-Course Technology

Overview :

Foundations of Programming Languages&quot presents topics relating to the design and implementation of programming languages as fundamental skills that all computer scientists should possess. Rather than provide a feature-by-feature examination of programming languages, the author discusses programming languages organized by concepts. The first five chapters provide students with a successful foundation for the study of programming languages. This includes topics such as the data structures, expression notations, and abstraction in chapters 2 and 3. Later, metalanguages are introduced for the formal specification of the syntax and semantics of computer programming languages. This material is presented in a manner that allows one to customize the coverage based on course need. Seyed Roosta also teaches paradigm-specific topics with special care, dedicating two full chapters to each paradigm. The first focuses on the specifications of paradigm, including an emphasis on abstraction principles to help students understand the motivation behind certain design issues. The second chapter discusses the implementation issues related to the paradigm, including the use of popular programming languages to help students comprehend the relationship to the design issues discusses earlier. Paradigms discussed include the imperative, object-oriented, logic, functional, and parallel. The book concludes with new paradigms of interest today, including Data Flow, Database, Network, Internet, and Windows programming.

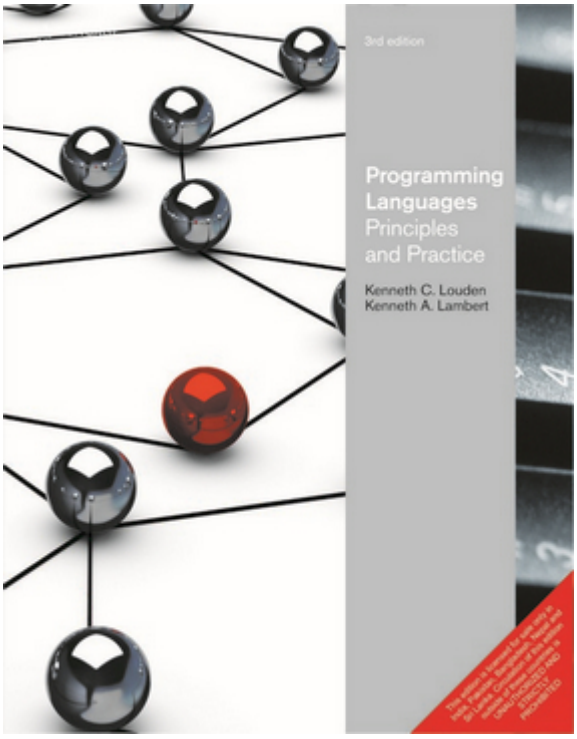
Feature :

- Designed for a survey course in Programming Language concepts using a design and implementation approach.
- Covers modern programming languages related to the Internet and databases.
- Builds the foundations for a careful study of programming language design and implementation in Chapters 2-3.

Table Of Content :

About Author :

Seyed H. Roosta - University of South Carolina, Spartanburg



Book Title:-Programming Languages

Author :-Kenneth A. Lambert | Kenneth C. Louden

ISBN :-9788131516683

Price :-*INR* 2015

Pages :-672

Edition :-3

Binding :-Paperback

Imprint :-Course Technology

Overview :

Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages

Feature :

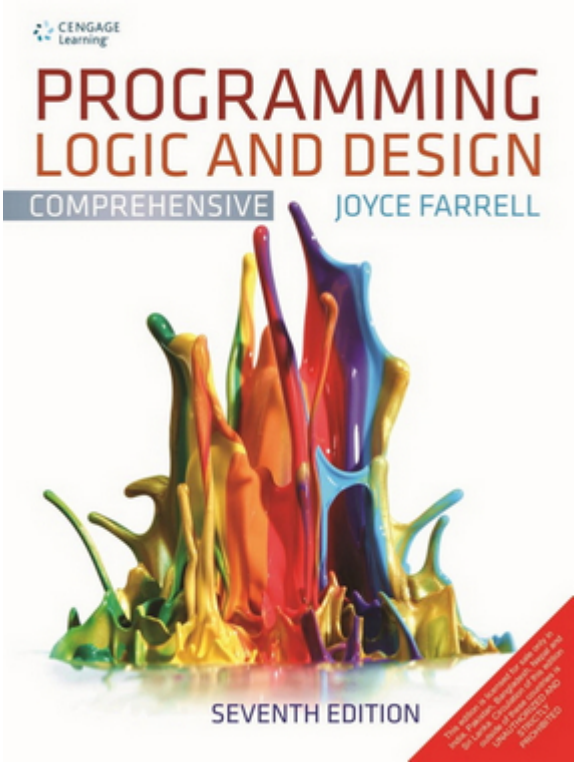
- Earlier exposure to programming languages and paradigms, allowing students to become aware of their power and their limitations.
- Students will have an opportunity to write programs in one or more new languages much earlier in the course, thus giving them an opportunity to become proficient in alternative styles of programming.
- The two case studies illustrate the tradeoffs that occur when designing new languages.
- The chapter on object-oriented programming is now the last of the three chapters on programming paradigms instead of the first one.
- Object-oriented programming in is introduced with Smalltalk rather than Java
- The section on logical constraint languages in the chapter on logic programming has been replaced with a discussion of the functional logic language Curry.
- Overview of the history of programming languages, and introduces the idea of abstraction and the concept of different language paradigms.
- Address three major language paradigms.
- Covers syntax in some detail, including the use of BNF, EBNF, and syntax diagrams.
- Covers the central semantic issues of programming languages.

- Overview of modules and abstract data types, including language mechanisms for equational, or algebraic, specification.
- Introduces the three principal methods of formal semantics: operational, denotational, and axiomatic.

Table Of Content :

About Author :

Kenneth C. Louden: San Jose State University Kenneth A. Lambert : Washington and Lee University



Book Title:-Programming Logic and Design

Author :-Joyce Farrell

ISBN :-9788131525906

Price :-*INR* 2080

Pages :-694

Edition :-7

Binding :-Paperback

Imprint :-Course Technology

© Year :-2013

Overview :

The 7th edition of*Programming Logic and Design, Comprehensive*by Farrell equips beginners with essential principles for structured programming using a clear, language-independent approach. It emphasizes logical thinking, modern conventions, and strong programming style without overwhelming jargon. The book uses flowcharts, pseudocode, and diagrams to explain concepts, making it accessible even to those with no prior experience. Real-world business examples and proven learning features enhance understanding. It also introduces object-oriented programming, UML diagrams, and databases, preparing students for diverse programming scenarios. This comprehensive guide can be used alone or alongside language-specific texts like C++, Java, or Visual Basic.

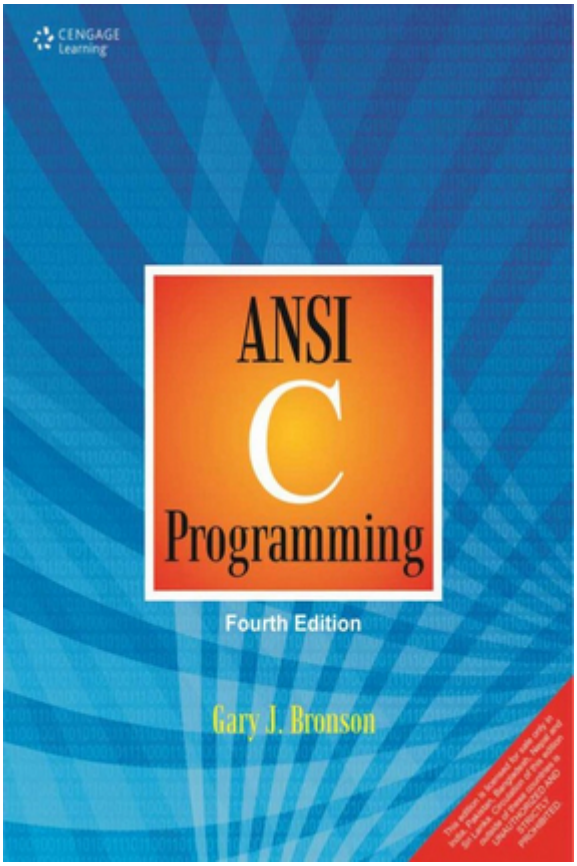
Feature :

- Uses a**language-independent approach**to build strong foundational programming logic skills.
- Incorporates**business-based examples**that are easy to understand and require only basic math.
- Features **layout**with charts and diagrams to visually reinforce key concepts.
- Offers**extensive practice**through review questions, discussion prompts, debugging tasks, and engaging quizzes.
- Covers**object-oriented concepts**, UML diagrams, and databases for comprehensive logic training.
- Can be used**alone or with language-specific texts**like C++, Java, or Visual Basic.
- Includes**Visual Logic software**for hands-on flowchart-based logic practice.
- Provides**clear explanations**tailored for readers with no prior programming experience.
- Adds**flowcharting and pseudocode exercises**in every chapter to deepen understanding.
- Exercises are**progressively challenging**, encouraging exploration of logical programming concepts.

Table Of Content :

About Author :

'Joyce Farrell Joyce Farrell has authored several popular programming textbooks, including books on Java, Programming Logic and Design, C#, and C++. Her books are recognized for their clear, direct writing style and effective presentation. A well-respected instructor, Ms. Farrell has taught Computer Information Systems at Harper College in Palatine, Illinois, the University of Wisconsin-Stevens Point, and McHenry County College in Crystal Lake, Illinois.



Book Title:-ANSI C Programming

Author :-Gary J. Bronson

ISBN :-9788131531976

Price :-*INR* 1055

Pages :-784

Edition :-4

Binding :-Paperback

Imprint :-Course Technology

Overview :

This fourth edition of Gary Bronson's classic text implements the C99 standard in all discussion and example programs.

Feature :

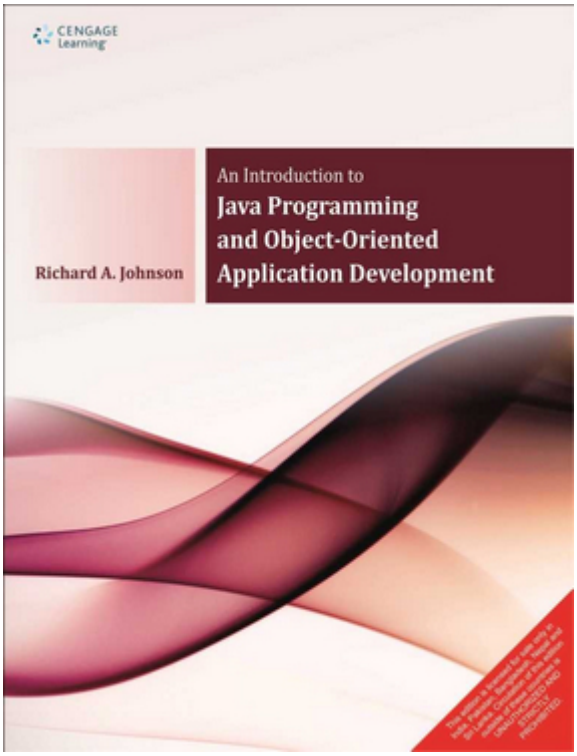
- Includes updated programs and descriptions that reflect C99 standards, including new data types and features supporting the newer C standard.
- Contains a new Common Compiler Errors section in each chapter designed to help students avoid coding problems.
- Features Case Studies that deal with real-world programming applications.
- Offers multiple sections dealing with input-data validation.
- Stresses the modular nature of the C language and details the creation of a personal library.

Table Of Content :

About Author :

Gary J. Bronson

Dr. Gary J. Bronson is a Professor of Information Systems at Fairleigh Dickinson University, where he has twice been voted Teacher of the Year.



Book Title:-An Introduction to Java Programming and Object-Oriented Application Development

Author :-Richard Johnson

ISBN :-9788131532508

Price :-*INR* 2350

Pages :-784

Edition :-1

Binding :-Paperback

Imprint :-Course Technology

Overview :

This text covers what students need to know about basic Java programming in a clear, straight-forward writing style.

Feature :

- Teaches basic structured programming using Java and then presents a complete and logical development of object-orientation using Java.
- Explains concepts first, then introduces applications to support the theory so students may explore how Java can be used in real-world object-oriented application development.
- Includes headings for &quotLearn the Concepts&quot and &quotApply the Concepts&quot that clearly identify and modularize discussions of major topics.
- Contains easy to read chapters that will not intimidate new programmers, offering clear, logical explanation of Java programming and understandable object-oriented development in a sequential format.
- Includes JDK 5.0 and jGRASP software on CD.

Table Of Content :

4. Repeating Program Statements

5. Methods and Classes

6. Arrays

7. Characters, Strings and Formatting

8. Exceptions and Assertions

9. File Input and Output

10. Graphical User Interfaces

11. Object-Oriented Application Development: Part I

12. Object-Oriented Application Development: Part II

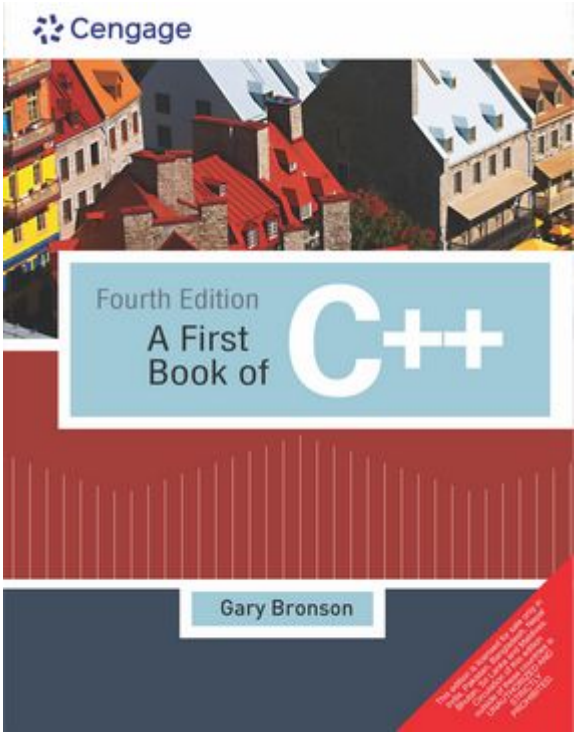
13. An Introduction to the UML

14. An Introduction to the Unified Process

About Author :

Richard Johnson

Richard A. Johnson is Associate Professor of Computer Information Systems at Missouri State University. Richard has taught Management Information Systems, Operating Systems, Networking, Visual Basic and Java programming, and Web application development for the past ten years. Richard is also the author of Java Programming and Object-Oriented Application Development also published by Thomson Course Technology.



Book Title:-A First Book of C++

Author :-Gary J. Bronson

ISBN :-9788131532713

Price :-*INR* 2400

Pages :-800

Edition :-4

Binding :-Paperback

Imprint :-Course Technology

Overview :

Gary Bronson's A FIRST BOOK OF C++, Fourth Edition, takes a hands-on, applied approach to the first programming language course for students studying computer science. The book begins with procedural programming in C, and then gradually introduces object-oriented programming features and the C++ language syntax that enables first-time programmers to use them.

Feature :

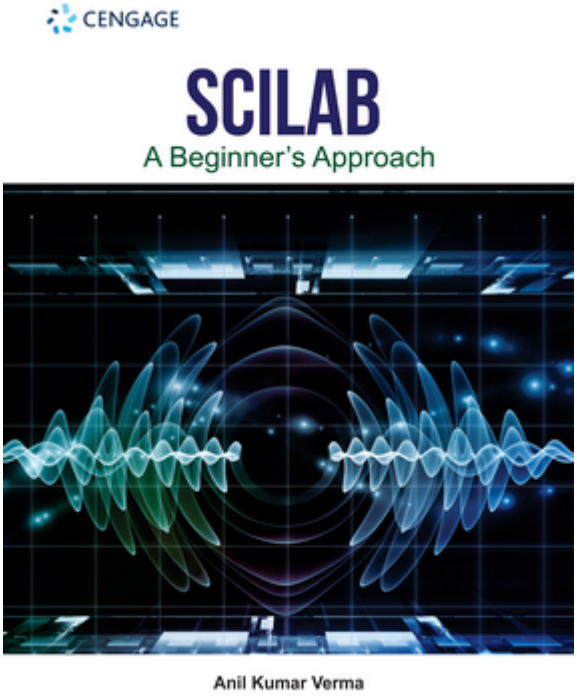
- The book provides a solid foundation in the C++ programming language for introductory programming students, with a focus on syntax and semantics before introducing classes.
- The end-of-section problems include skill-building and programming exercises to reinforce learning.
- Key concepts are highlighted with numerous diagrams, while Point of Information boxes contain useful technical points, tips, and programming tricks used by industry professionals.
- The book covers software engineering from both procedural and object-oriented viewpoints, with separate sections for exception handling and C++ string class.
- Input data validation and numerical data type checking functions are thoroughly discussed.
- The book has been updated with a new structure for arrays, files, and pointers and revised chapters covering object-oriented programming, with more than 50 new exercises added, and three new Chapter Supplements to introduce object-oriented design and the Unified Modeling Language.

Table Of Content :

About Author :

Gary J. Bronson

Dr. Gary J. Bronson is a Professor of Information Systems at Fairleigh Dickinson University.



Book Title:-SCILAB—A Beginner's Approach

Author :-Anil Kumar Verma

ISBN :-9789386858931

Price :-*INR* 750

Pages :-250

Edition :-1

Binding :-Paperback

Imprint :-CL India

Overview :

The major objective of this book is to introduce and develop programming skills using Scilab. All the topics are presented in a simple and lucid manner highlighting the underlying concepts as well as the Scilab programming environment. The presentation of this book encourages the readers to explore the Scilab environment. It is assumed that the learner has very limited knowledge of any programming language therefore, the pedagogy adopted will be immensely useful to him/her. The simplicity, choice of examples, concepts covered, and the relevant exercises will empower the learner to know more about the Scilab environment and will provide him/her a better understanding of using Scilab in simple as well as complex situations.

Feature :

- Written in a simple and easy-to-understand language.
- Encourages the readers to explore the Scilab environment.
- Chapter-end Exercises help students test their understanding of concepts.
- Each chapter is rich in pedagogy and includes figures, tables, and solved examples that supplement the topics discussed.
- Written primarily for students but could also be used by the programmers who would like to keep abreast of cutting edge technologies in the field

Table Of Content :

2. Data and Its Types

3. Statements

4. Input-Output Formatting

5. Vectors and Matrices

6. Polynomials and Strings

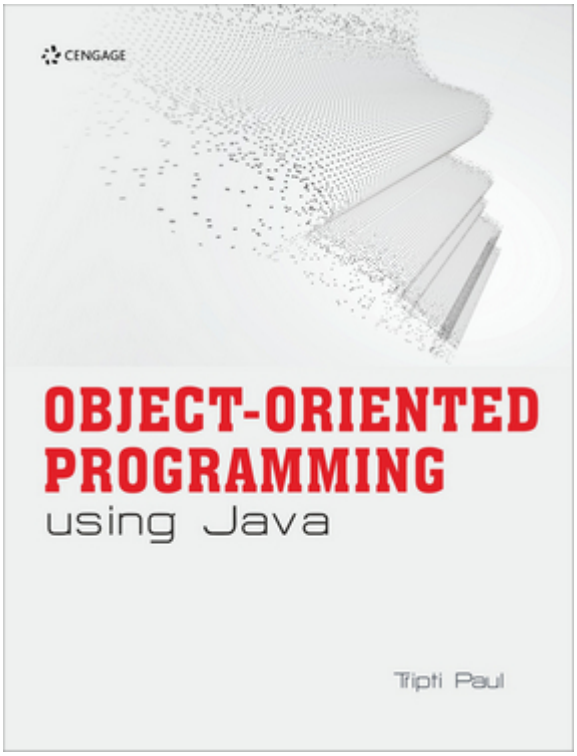
7. Graphs and Plots

8. Probability and Statistics

About Author :

Anil Kumar Verma

Anil Kumar Verma is currently working as Professor in the Department of Computer Science and Engineering at Thapar University, Patiala. He received his PhD in 2008 specialising in Computer Science and Engineering. He has worked as Lecturer at M.M.M. Engineering College, Gorakhpur, from 1991 to 1996. He has been a visiting faculty to many institutions. Dr Verma has published over 150 research articles in national and international journals and conferences. He is a certified software quality auditor by MoCIT, Govt of India. Prof. Verma's research interests include wireless networks, routing algorithms, mobile computing, and securing ad hoc networks.



Book Title:-Object-oriented Programming using Java

Author :-Tripti Paul

ISBN :-9789386858962

Price :-*INR* 1715

Pages :-572

Edition :-1

Binding :-Paperback

Imprint :-CL India

© Year :-2018

Overview :

This book on Java programming will give the readers the real feeling of object and class with real-life examples. This is a good comprehensive book for those aspiring to become a Java programmer. A beginner also can understand the basic concepts of Java and proceed to the expert level of Java Programming. There is no absolute requirement for the readers to have any programming background although it is good if they have it. The book is equally useful to readers with and without programming skills.

The text contains complete core Java, including inheritance, package, exception handling, multithreaded programming, interface, file handling, and a part of advanced Java such as AWT, event handling, applet, and swing. The book explains every concept with the help of programs such that the readers can get a crystal-clear idea of the concepts.

Feature :

- Written in an easy-to-understand language, with cache bullet format, and important points are highlighted.
- Each topic is explained with suitable programs (extensive examples), charts, and diagrams.
- Important Java classes are described with class hierarchy.
- Graphical representation of features and diagrams of each concept is given.
- Numerous programs with output and explanation are provided.
- Review questions and programming exercises are supplied in each chapter.
- 183 interview Q&ampA sessions are present.

Table Of Content :

1. Fundamentals of Object-oriented Programming

2. An Overview of Java

3. Fundamentals of Java Language

4. Data Types, Variables, and Constants

5. Operator, Expression, and Math Functions

6. Control Statement

7. Classes, Objects, and Methods

8. Constructor and Garbage Collection

9. Inheritance and Binding

10. Java Modifier

11. Array

12. Java String Handling

13. Package

14. Interface

15. Exception Handling

16. Multithreaded Programming

17. Stream and I/O Files in Java

18. AWT Basic

19. Event Handling

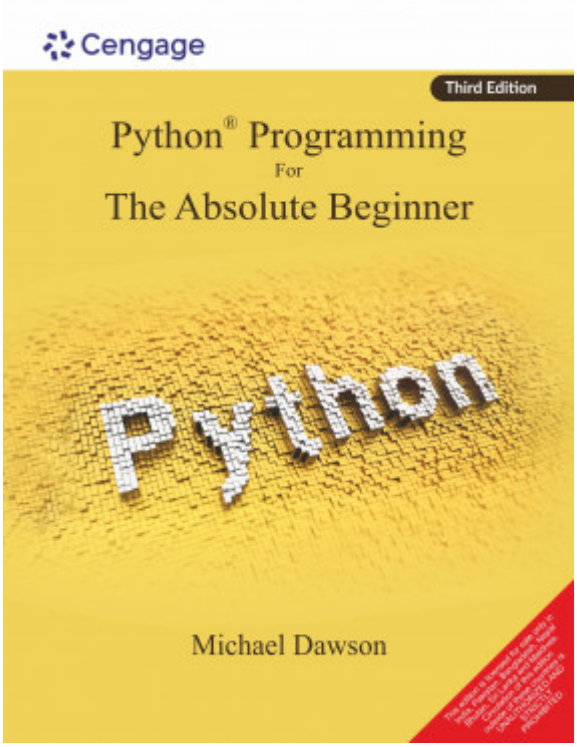
20. Basic Applet Programming

21. Swing Basic

About Author :

Tripti Paul

Tripti Paul is presently working as an Assistant Professor in Sanjay Ghodawat University, Kolhapur.Earlier, she has worked as an assistant professor in Kaziranga University and D.Y. Patil College ofEngineering, Pune. She is a Sun-certified Java programmer with 10 years' experience in the industry and 5 years in teaching. She started her career as a software developer in a multinational IT company and has worked in several multinational companies as a Senior Software Developer and Team Lead and has handled more than 15 projects as well. Professor Paul teaches programming languages such as C, C++, Java, PHP, and Python.



Book Title:-Python Programming for the Absolute Beginner

Author :-Michael Dawson

ISBN :-9789386668004

Price :-*INR* 675

Pages :-480

Edition :-3

Binding :-Paperback

Imprint :-ML Premier

Overview :

If you are new to programming with Python and are looking for a solid introduction, this is the book for you. Developed by computer science instructors, books in the &quotfor the absolute beginner&quot series teach the principles of programming through simple game creation. You will acquire the skills that you need for practical Python programming applications and will learn how these skills can be put to use in real-world scenarios. Throughout the chapters, you will find code samples that illustrate concepts presented. At the end of each chapter, you will find a complete game that demonstrates the key ideas in the chapter, a summary of the chapter, and a set of challenges that tests your newfound knowledge. By the time you finish this book, you&rsquoll be well versed in Python and be able to apply the basic programming principles you&rsquove learned to the next programming language you tackle.

Feature :

- Perfect for the beginning programmer who wants to learn Python, a powerful, flexible, and concise programming language.
- Each new concept is taught using a simple example program, and an end-of-chapter project ties together all of the concepts learned.
- Each end-of-chapter project is games-based, making programming fun and accessible.
- Accompanying website contains all of the software needed to write and run the programs in the book.

Table Of Content :

1. Getting Started: The Game Over Program.

2. Types, Variables, and Simple I/O: The Useless Trivia Program.

3. Branching, while Loops, and Program Planning: The Guess My Number Game.

4. for Loops, Strings, and Tuples: The Word Jumble Game.

5. Lists and Dictionaries: The Hangman Game.

6. Functions: Tic-Tac-Toe.

7. Files and Exceptions: The Trivia Challenge Game.

8. Software Objects: The Critter Caretaker Program.

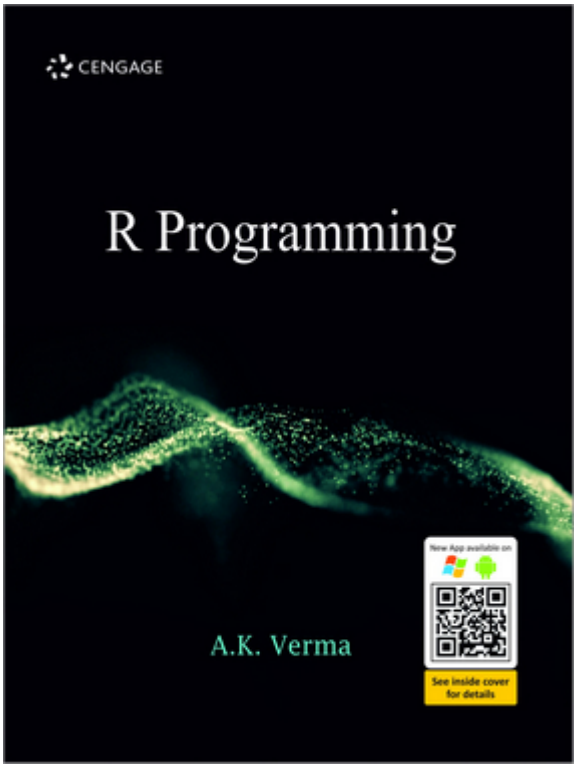
9. Object-Oriented Programming: The Blackjack Game.

10. GUI Development: The Mad Lib Program.

About Author :

Michael Dawson, UCLA

Michael Dawson has worked as both a programmer and a computer game designer and producer.



Book Title:-R Programming

Author :-Anil Kumar Verma

ISBN :-9789386650153

Price :-*INR* 1020

Pages :-340

Edition :-1

Binding :-Paperback

Imprint :-CL India

Overview :

This book is designed to serve as a preliminary textbook for the students of engineering and statistics. It covers the syllabus of all major national and international universities and will help every student, teacher, and researcher to understand the basics of R programming. The learning pedagogy used in this book will be helpful to students to gain comprehensive knowledge as well as the underlying fundamentals of R programming. This book aims to imbibe confidence in learner so that he/she can develop programs in R on their own for various real-world problems. The book offers detailed discussions on several important programming principles: data frames, vectors, matrices, functions, strings, math and simulation, probability distribution, ANOVA, T-test, F-test, file handling, accessing remote files from URL and many more. An exclusive section on Machine Learning has also been included.

Feature :

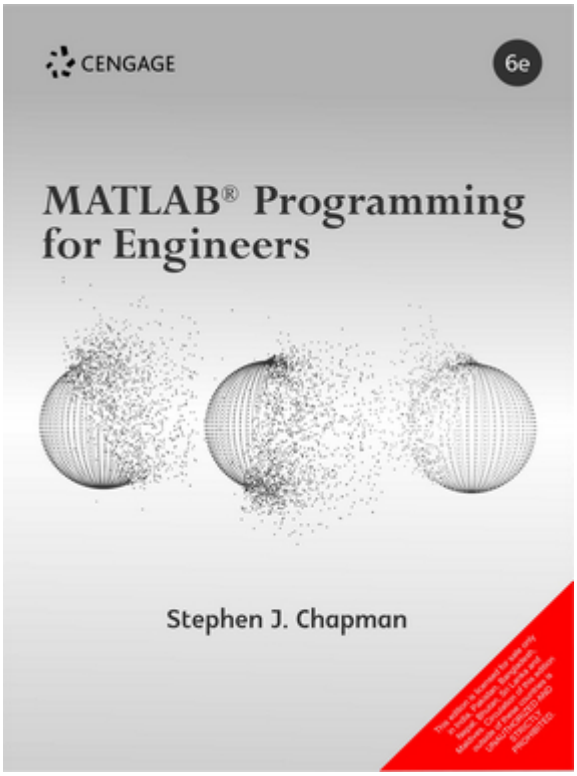
- The text is written in simple and lucid language.
- Every topic has been supplemented with underlying algorithms and illustrative programs as a better aid to understanding the basics.
- Each chapter has end-of-chapter exercises for the students to test their understanding of concepts.
- Each chapter is rich in pedagogy and includes figures, tables, and solved examples that supplement the topics discussed
- Introductory programming to students with a solid foundation in the R programming language is provided.
- Recent advances in this field for practicing professionals are detailed.
- All lab exercises in this book are thoroughly tested and the output is also shown on the console.

Table Of Content :

About Author :

A.K. Verma

A.K. Verma is currently working as Associate Professor in the Department of Computer Science and Engineering at Thapar University, Patiala. He received his PhD in 2008 specialising in Computer Science and Engineering. He has worked as Lecturer at M.M.M. Engineering College, Gorakhpur, from 1991 to 1996. He has been a visiting faculty to many institutions. Dr Verma has published over 150 papers in national and international journals and conferences. He is a certified software quality auditor by MoCIT, Govt of India. Prof. Verma&rsquos research interests include wireless networks, routing algorithms, mobile computing, and securing ad hoc networks.



Book Title:-MATLAB Programming for Engineers

Author :-Stephen J. Chapman

ISBN :-9789353502874

Price :-*INR* 1065

Pages :-864

Edition :-6

Binding :-Paperback

Imprint :-Cengage Engineering

© Year :-2020

Overview :

Present MATLAB&reg as a technical programming language while emphasizing problem-solving skills with the 6th Edition of Chapman's highly successful MATLAB&reg PROGRAMMING FOR ENGINEERS. Students learn how to write clean, efficient and well-documented programs, while gaining an understanding of the many practical functions of MATLAB&reg. This edition reflects the latest advancements in MATLAB&reg R2018a and includes new MATLAB&reg GUI Apps. The first nine chapters can serve as a complete text and resource for first-year engineering students' introduction to programming and problem-solving course. The remaining chapters cover more advanced topics, such as I/O, object-oriented programming, and Graphical User Interfaces, and offer an ideal resource for a longer course. These chapter also provide an ongoing, trusted reference tool for upper-level engineering students or practicing engineers who rely upon MATLAB&reg.

Feature :

- **&quotGood Programming&quot boxes**promote strong coding habits and effective MATLAB&reg practices.
- **&quotProgramming Pitfall&quot boxes**highlight common errors to help students avoid typical mistakes.
- Emphasizes**data structures and object-oriented programming**using MATLAB&reg.
- Includes**quizzes, summaries, and self-test questions**with answers for thorough comprehension.
- **Source code for all examples and solutions**is available on the book&rsquos website.
- Covers**functions, data hiding, unit testing**, and task decomposition for efficient coding.
- **Chapter 3 focuses on 2D plots**, while**Chapter 8 expands on MATLAB&reg plot types**.
- Provides**step-by-step guidance**for maximizing MATLAB&reg tools and avoiding errors.
- Reflects the**latest MATLAB&reg R2018a features**, including new graphics and data types.
- Covers**MATLAB&reg tools**like the Editor, Debugger, Workspace Browser, and GUI design tools.

- Introduces**new GUI apps**, with older GUIDE-based content available online.
- Offers**new applications and end-of-chapter exercises**for hands-on practice.
- Replaces outdated functions with**modern MATLAB&reg equivalents**likehistogramandpolarplot.
- Expands coverage of**string, time, character, and table data types**for up-to-date instruction.

Table Of Content :

About Author :

Stephen J. Chapman, BAE Systems Australia

Stephen J. Chapman received a B.S. in Electrical Engineering from Louisiana State University and an M.S.E. in Electrical Engineering from the University of Central Florida.

Book Title:-Programming for Problem Solving (JNTU, Kakinada)

Author :-Behrouz A. Forouzan | Richard F. Gilberg | Adapted by Dr L. Sumalatha

ISBN :-9789353502638

Price :-*INR* 550

Pages :-708

Edition :-1

Binding :-Paperback

Imprint :-Course Technology

Overview :

Programming for Problem Solving is designed to meet the requirements of undergraduate students of India. This book offers a fully updated, comprehensive survey of computer science theory and the C programming language. A highly visual approach has been used to explain fundamental programming concepts. Detailed discussions on several important topics pertaining to C programming have been included in the book, such as functions, arrays, pointers, strings, structures and unions, dynamic memory allocation functions, applications of programming in C, and many more. Each topic has been supplemented with an illustrative program to aid in faster and effective understanding for the students. The chapters include useful pedagogical features such as chapter objectives, solved examples, tables and illustrations, and end-of-chapter exercises including review questions, practice sets, problems, and projects. In addition, the chapters incorporate a list of common programming errors that programmers are most prone to make during programming.

Feature :

- Offers a ground-breaking visual approach, including a wide variety of figures, tables, and programs
- Uses a large number of examples, ranging from code snippets to complete implementations requiring several functions, providing the student with a range of techniques to study and practice
- Contains extensive end-of-chapter pedagogy, including a robust problem set featuring review questions, exercises, problems, and projects
- Covers all the requirements of computer science theory and C programming course offered by all the universities in India
- Following a non-modular approach to programming in C by introducing functions at the end of the textbook. However, by the end of the syllabus, the student will be able to write functions to perform specific tasks.
- Keeping It Simple and Short discussing the Just in Needs of the students at large. Concise presentation of the required concepts.

- Online material containing: A Lab Supplement which provides hints to the Computer Programming Lab exercises outlined in the JNTU syllabus and offers students a comprehensive set of additional lab exercises Five appendices which provide useful auxiliary information for a C programming course A glossary of important terms introduced in the book Addendum to Chapter 16

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Chapter 5 Selection&mdashMaking Decisions 5.1 Logical Data and Operators

5.2 Two-Way Selection

5.3 Multiway Selection

5.4 More Standard Functions

5.5 Tips and Common Programming Errors

5.6 Key Terms

5.7 Summary

5.8 Practice Sets, Review Questions, Exercises, Problems, Projects

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6.2 Pretest and Post-test Loops

6.3 Initialization and Updating

6.4 Event- and Counter-Controlled Loops

6.5 Loops in C

6.6 Loop Examples

6.7 Other Statements Related to Looping

6.8 Looping Applications

6.9 Programming Example&mdashThe Calculator Program

6.10 Tips and Common Programming Errors

6.11 Key Terms

6.12 Summary

6.13 Practice Sets, Review Questions, Exercises, Problems, Projects

Chapter 7 Arrays

7.1 Concepts

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7.3 Array Applications

7.4 Two-Dimensional Arrays

Chapter 10 Pointers

10.1 Introduction

10.2 Pointers to Pointers

10.3 Compatibility

10.4 L value and R value

10.5 Tips and Common Programming Errors

10.6 Key Terms

10.7 Summary

10.8 Practice Sets, Review Questions, Exercises, Problems, Projects

Chapter 11 Pointer Applications

11.1 Arrays and Pointers

11.2 Pointer Arithmetic and Arrays

11.3 Memory Allocation Functions

11.4 Array of Pointers

11.5 Programming Application

11.6 Tips and Common Programming Errors

11.7 Key Terms

11.8 Summary

11.9 Practice Sets, Review Questions, Exercises, Problems, Projects

Chapter 12 Processor Commands

12.1 Preprocessor Commands

12.2 Tips and Common Programming Errors

12.3 Key Terms

12.4 Summary

12.5 Practice Sets, Review Questions, Exercises, Problems, Projects

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15.13 Practice Sets, Review Questions, Exercises, Problems, Projects

Chapter 16 Searching and Sorting

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16.2 Searching

16.3 Key Terms

16.4 Summary

16.5 Practice Sets, Review Questions, Exercises, Problems, Projects

Algorithms and Time Complexities

Online Material

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Appendix B Integer and Float Libraries

Appendix C Function Libraries

Appendix D Program Development

Appendix E Understanding Complex Declarations

Let&rsquos C: A Supplement to Computer Programming Lab

Glossary

About Author :

Behrouz A. Forouzan

Behrouz Forouzan has more than 32 years of electronics and computer science experience in industry and academia. His industry experience includes designing electronic systems. After leaving industry, he joined De Anza College as a professor of computer science. He has co-authored nine other textbooks on computer science.

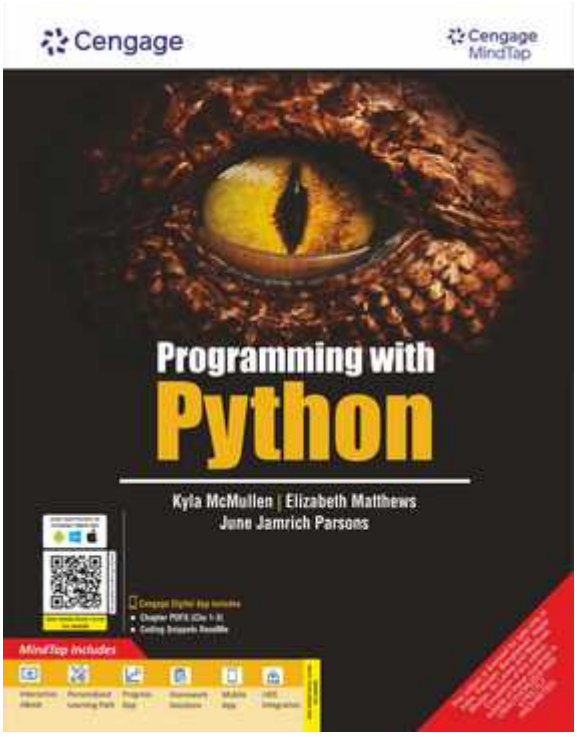
Richard F. Gilberg

Richard Gilberg has more than 40 years of computer science experience in industry and academia. His industrial experience includes the development of large application systems, database administration, system testing, and data administration. After leaving industry, he joined De Anza College as a professor of

computer science. He has co-authored several other textbooks on computer science.

L. Sumalatha

L. Sumalatha is Professor &amp Former Head, Department of CSE, University College of Engineering Kakinada, JNTU Kakinada.



Book Title:-Programming with Python with MindTap

Author :-Kyla Mcmullen, Elizabeth Matthews, June Jamrich Parsons

ISBN :-9789360534783

Price :-*INR* 715

Pages :-560

Edition :-1

Binding :-Paperback

Imprint :-Course Technology

© Year :-2023

Overview :

Ideal for anyone who has never programmed, McMullen/Matthews/Parsons' PROGRAMMING WITH PYTHON uses a beginner's approach that combines conceptual content with rich examples and hands-on learning activities. Straightforward and student friendly, it emphasizes fundamental computer concepts from a Python programming perspective using a clear presentation with little technical jargon. Modules introduce important computer science concepts, procedural programming and object-oriented programming in short segments, while real-world examples, streamlined code and descriptive figures help you better understand today's computing concepts. As you strengthen your computer science knowledge, you will also sharpen critical-thinking and problem-solving skills -- and build confidence.

Feature :

- CRITICAL THINKING Q&ampA: Helping students focus on key material, a series of brief critical thinking questions review the main points introduced in each chapter as well as reinforce new concepts at the moment of learning.
- ROBUST INSTRUCTOR&rsquoS MANUAL: Lesson-by-lesson outlines equip instructors with helpful suggestions for presenting difficult concepts, additional code examples and questions that prompt lively class discussions.
- POWERPOINT REVIEW: Students can use PowerPoint slides to review key concepts -- maximizing their study time and course success.
- COMPLETE CODE EXAMPLES: Providing students with additional insight, embedded figures illustrate the application of general concepts in Python code.
- **MindTap includes:**

1. Course Orientation
2. Videos
3. Coding Snippets

4. Python Code Examples
5. Q&ampA

Table Of Content :

About Author :

Kyla McMullen

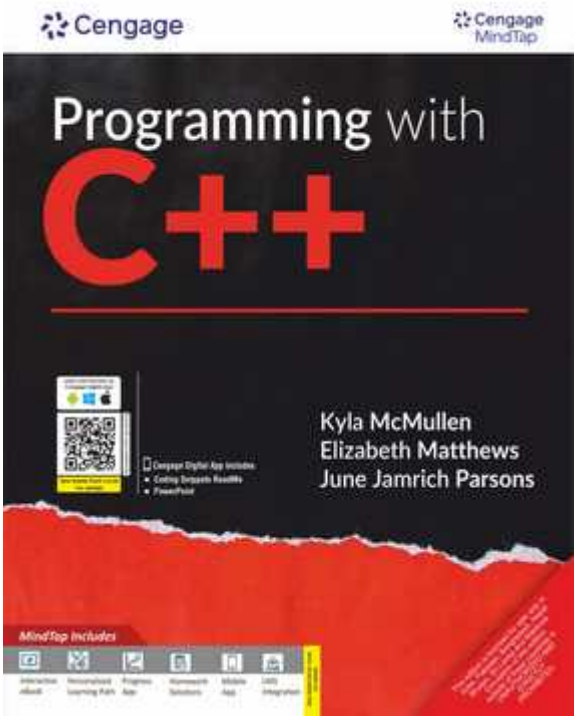
Kyla McMullen is a tenure-track faculty member in the University of Florida's Computer &amp Information Sciences &amp Engineering Department.

Elizabeth Matthews

Elizabeth &quotLiz&quot A. Matthews is an assistant professor of computer science at Washington and Lee University in Lexington, Virginia.

June Jamrich Parsons

June Jamrich Parsons is an educator, digital book pioneer, co-author of Texty and McGuffey award-winning textbooks and a TAA fellow.



Book Title:-Programming with C++ with MindTap

Author :-Kyla Mcmullen, Elizabeth Matthews, June Jamrich Parsons

ISBN :-9789360537753

Price :-*INR* 720

Pages :-608

Edition :-1

Binding :-Paperback

Imprint :-Course Technology

© Year :-2022

Overview :

Using a beginner's approach that's ideal for anyone who has never programmed, McMullen/Matthews/Parsons PROGRAMMING WITH C++ helps you develop a useful understanding of computer science while equipping you with the skills to use C++ programming language. This interesting, straightforward approach to programming emphasizes fundamental computer concepts using a programming language-independent approach and clear presentation with little technical jargon.

Feature :

- Modules introduce important computer science concepts, procedural programming and object-oriented programming in short segments.
- Relevant real-world examples, streamlined code and descriptive figures help you better understanding today's computing concepts.
- **MindTap includes:**

1. Course Orientation
2. Videos
3. Coding Snippets
4. Language specific examples

Table Of Content :

2. Programming Tools

3. Literals, Variables, and Constants

4. Numeric Data Types and Expressions

5. Character and String Data Types

6. Selection Control Structures

7. Repetition Control Structures

8. Arrays

9. Functions

10. Recursion

11. Exceptions

12. File Operations

13. Classes and Objects

14. Methods

15. Encapsulation

16. Inheritance

17. Polymorphism

18. Templates

19. Basic Linear Data Structures

20. Stacks, Queues, Hash Tables

21. Trees and Graphs

22. Algorithm Complexity and Big O Notation

23. Search Algorithms

24. Sorting Algorithms

25. Processor Architecture

26. Data Representation

27. Programming Paradigms

28. Human Computer Interaction

29. Programming Methodologies and Principles

30. Design Tools

About Author :

Kyla McMullen

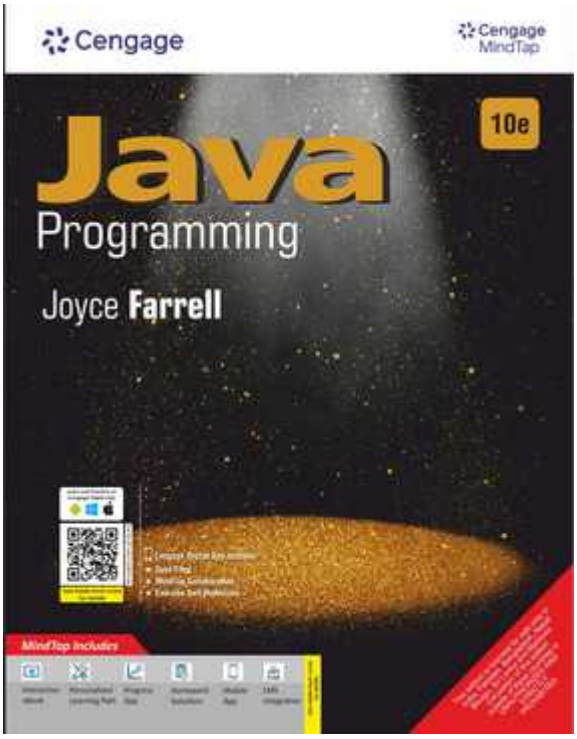
Kyla McMullen is a tenure-track faculty member in the University of Florida's Computer &amp Information Sciences &amp Engineering Department.

Elizabeth Matthews

Elizabeth &quotLiz&quot A. Matthews is an assistant professor of computer science at Washington and Lee University in Lexington, Virginia.

June Jamrich Parsons

June Jamrich Parsons is an educator, digital book pioneer, co-author of Texty and McGuffey award-winning textbooks and a TAA fellow.



Book Title:-Java Programming with MindTap

Author :-Joyce Farrell

ISBN :-9789360538200

Price :-*INR* 835

Pages :-672

Edition :-10

Binding :-Paperback

Imprint :-Course Technology

Overview :

Discover the power of Java for application development with Farrell's JAVA PROGRAMMING, 10th edition. This engaging and hands-on resource is designed to help both novice and experienced programmers delve into Java programming. Step-by-step instructions guide learners through the process of building functional programs while mastering structured and object-oriented programming principles. Updated explanations, collaborative exercises, debugging practice, and real-world case problems enhance comprehension. Additionally, the **inclusion of MindTap** offers convenient online learning, interactive tools, and automatically graded coding labs for continuous skill advancement. Embrace a comprehensive learning experience with JAVA PROGRAMMING and unlock the potential of Java application development.

Feature :

- Full Program Files: Easily accessible digital files contain every complete program highlighted in this edition. Students can experiment with the programming language by running and modifying these programs, while instructors can conveniently execute them during class without the need for extensive typing or testing.
- Informative Figures: Code Figures, found in every chapter, clarify key concepts. These figures, typically consisting of 25 lines or less, illustrate one concept at a time. Java keywords are highlighted in color, distinguishing them from program-created identifiers. Callouts draw attention to important code statements, and screen captures demonstrate program output.
- &quotTwo Truths and a Lie&quot Interactive Review: Following each section, engaging short quizzes present two true statements and one false statement about the preceding text. This interactive review provides immediate feedback to readers without revealing answers to end-of-chapter exercises, allowing for flexible use as assignments or test questions.
- Hands-On Learning: Review Questions, Programming Exercises, Game Zone, Debugging Exercises, and Case Problems actively engage readers in learning. These activities provide a variety of programming experiences that challenge and captivate readers at the end of each chapter.

- Lists of Key Terms: Each chapter includes a list of covered key terms as a quick-reference study tool. Full definitions for these terms can be found in the glossary.
- **MindTap includes:**

1. Gradeable assessments and activities
2. Videos
3. Coding Snippets
4. Coding labs
5. Interactive study aids

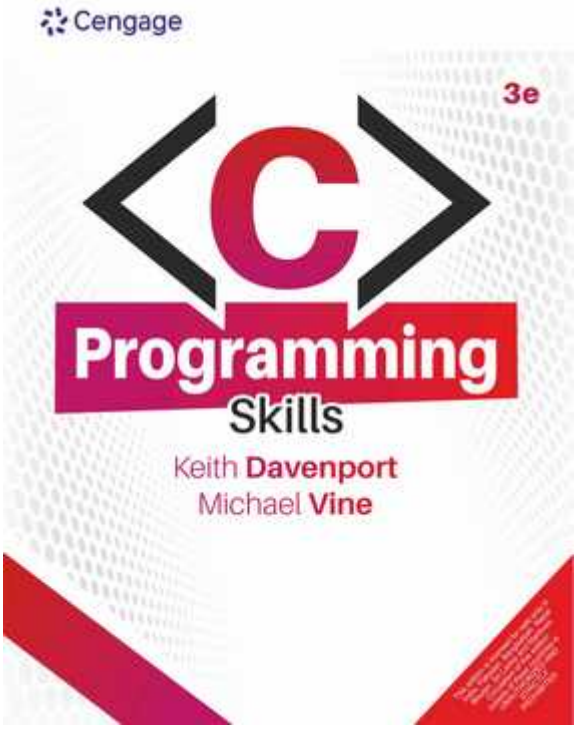
Table Of Content :

About Author :

Joyce Farrell

Joyce Farrell has authored several popular programming textbooks, including books on Programming Logic and Design, Java, C#, and C++. Her books are recognized for their clear, direct writing style and effective presentation. A well-respected instructor, Ms. Farrell has taught Computer Information Systems at Harper College in Palatine, Illinois the University of Wisconsin-Stevens Point and McHenry County College in

Crystal Lake, Illinois.



Book Title:-C Programming Skills

Author :-Keith Davenport, Michael Vine

ISBN :-9789360533137

Price :-*INR* 445

Pages :-336

Edition :-3

Binding :-Paperback

Imprint :-ML Premier

© Year :-2015

Overview :

Many students of C will rightly admit that it&rsquos not an easy language to learn, but the professional insight, clear explanations, and examples in the C programming for skills series make learning C easy and fun. Each chapter contains programming challenges, a chapter review, and a complete program that uses chapter-based concepts to construct an easily built application.

Feature :

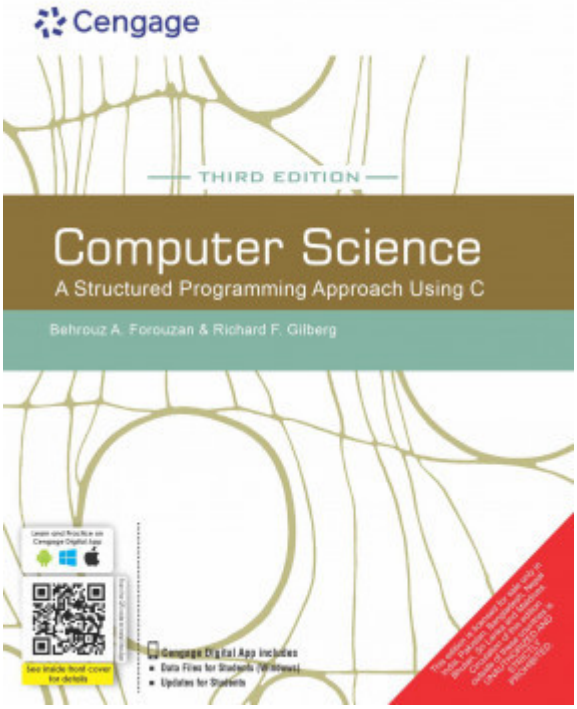
- Each chapter begins with a brief introduction to chapter-based concepts.
- Series of programming concepts and small programs that illustrate each of the major points of the chapter.
- Put these concepts together to build a complete program atthe end of the chapter.
- Located at the end of every chapter is a summary that outlineskey concepts learned.
- Throughout the book, few other tidbits, notably the following:
    - Trick: These contain information that deserves extra attention.
    - Trap: These warn or caution when it&rsquos easy to make a mistake or where you might run into a problem.
    - Hint: These provide additional insight or information related to a chapter topic.
- SIDEBAR: concepts are used beyond beginning programming or in the real world.

Table Of Content :

About Author :

Keith Davenport

Michael Vine



Book Title:-eBook for Computer Science: A Structured Programming Approach Using C

Author :-Behrouz A. Forouzan | Richard F. Gilberg

ISBN :-9788131517888

Price :-*INR* 855

Pages :-1184

Edition :-3

Binding :-eBook

Imprint :-Course Technology

© Year :-2007

Overview :

The third edition of Computer Science: A Structured Programming Approach Using C continues to present both computer science theory and C-language syntax with a principle-before-implementation approach. Forouzan and Gilberg employ a clear organizational structure, supplemented by easy-to-follow figures, charts, and tables. The new edition has been thoroughly updated to reflect the new C99 standard, and includes a revised chapter sequence to better aid student learning.

Feature :

- Intended for a first course in the C programming language.
- Introduces programming principles before details of the C language are implemented.
- Emphasizes structured programming and software engineering.
- Contains robust end-of-chapter material, including Review Questions, Exercises and Projects.

Table Of Content :

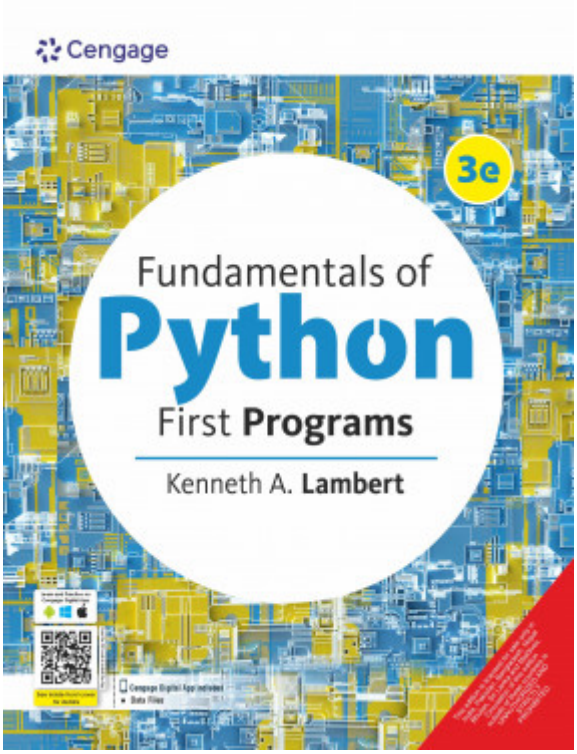
About Author :

Behrouz A. Forouzan

De Anza College - Professor of computer science

Richard F. Gilberg

De Anza College Professor of computer science



Book Title:-Fundamentals Of Python: First Programs

Author :-Kenneth A. Lambert

ISBN :-9789360531027

Price :-*INR* 655

Pages :-480

Edition :-3

Binding :-Paperback

Imprint :-Course Technology

Overview :

Lambert's FUNDAMENTALS OF PYTHON: FIRST PROGRAMS, 3rd EDITION, uses an easygoing, conversational writing style to introduce programming and problem solving to students from all types of backgrounds. This edition is designed so that the program examples gradually transition from simple snippets to realistic applications. These applications include graphics, image processing, graphical user interfaces and data visualization.

Feature :

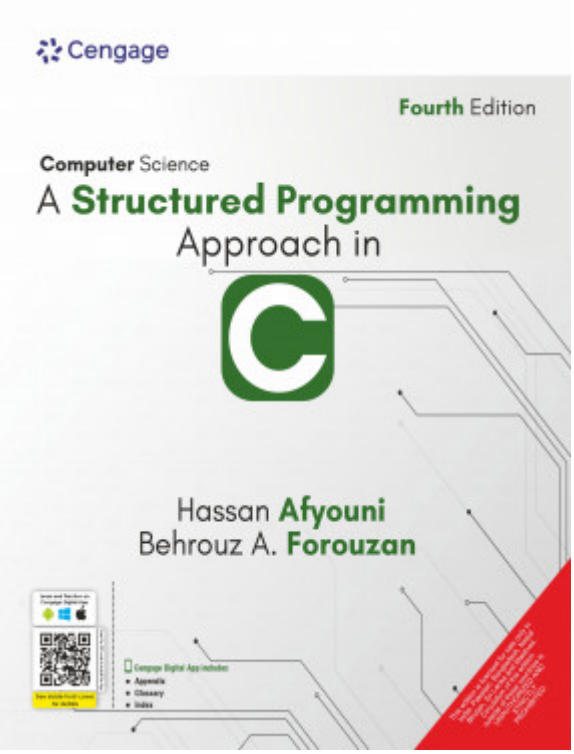
- New chapter on data analysis and visualization (Chapter Eleven) covers acquiring, cleaning, and analyzing data sets using functions and visualizing relationships in plots, charts, and graphs.
- Addition of secure or fail-safe programming sections in most chapters to handle disturbances in runtime environment.
- New chapter on design with recursion (Chapter Seven) expands on recursive functions and higher-order functions.
- Updated coverage of the history of computing in Chapter One.
- Revised end-of-chapter review questions and programming exercises.
- New debugging exercises for diagnosing and correcting programming errors.
- Introduction of new case studies and updated programming exercises to present complete Python programs.
- Programming exercises mapped to chapter learning objectives
- Text revisions for improved readability
- Each chapter begins with learning objectives that outline the skills and concepts covered in the chapter.

Table Of Content :

About Author :

Kenneth A. Lambert

Kenneth A. Lambert is Professor of Computer Science and Head of the Department at Washington and Lee University.



Book Title:-Computer Science: A Structured Programming Approach in C

Author :-Behrouz A. Forouzan | Hassan Afyouni

ISBN :-9789360538415

Price :-*INR* 995

Pages :-904

Edition :-4

Binding :-Paperback

Imprint :-Course Technology

© Year :-2023

Overview :

Ideal for a first course in the C programming language, Forouzan's COMPUTER SCIENCE: A STRUCTURED PROGRAMMING APPROACH IN C, 4th edition, introduces students to the concepts and skills required for coding in C, a foundational programming language for industrial, embedded and legacy OS applications.

Feature :

- Extremely student friendly, the text is ideal for a first course in the C programming language.
- Programming principles are introduced before details of the C language are implemented, ensuring students have a solid foundation before progressing to more advanced topics.
- The authors emphasize structured programming and software engineering throughout.
- Helping students maximize their study time, robust end-of-chapter material includes Review Questions, Exercises and Projects that prompt learners to put what they learn into practice.
- Thoroughly updated to reflect the latest advances in the field, the Fourth Edition includes two all-new chapters -- Chapter 9: Pointers and Chapter 15: Recursion.

Cengage Digital App includes: Appendix, Glossary and Index

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5. Selection-Making Decisions
6. Repetition
7. Text Input/Output
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9. Pointers
10. Strings
11. Enumerated, Structure, and Union Types
12. Binary Input/Output
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15. Lists

Online Only

Appendix A: Flowcharting

Appendix B: Numbering Systems

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Appendix E: Pointers to Void and to Functions

Appendix F: Storage Classes and Type Qualifiers

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Appendix H: Understand Complex Declarations

About Author :

Hassan Afyouni

Hassan Afyouni, Chief Executive Officer, ConServ Gulf, is a computer scientist specializing in software engineering and database architecture.

Behrouz A. Forouzan

Behrouz Forouzan has more than 35 years of electronics and computer science experience in industry and academia. His industry experience includes designing electronic systems. After leaving the industry, he joined De Anza College as a professor of computer science.

Book Title:-Python Programming

Author :-Ritika Mehra

ISBN :-9789366602967

Price :-*INR* 675

Pages :-400

Edition :-1

Binding :-Paperback

Imprint :-CL India

© Year :-2026

Overview :

Python Programming is designed to support beginners in learning programming and to enhance their practical skills. It provides structured guidance through small, real-world-inspired programs, helping learners build a solid foundation in Python. Alongside covering essential syntax and core programming constructs, the book emphasizes problem-solving strategies and industry-relevant practices, making Python Programming equally valuable for students and aspiring developers aiming to apply Python in areas such as data processing, algorithmic scripting, and beyond. Each chapter includes hands-on exercises, clearly explained code examples, and programming tasks that reinforce key concepts. To further support learning, the book features visual aids such as figures for better conceptual clarity and includes small projects at the end of each chapter that reflect real-world challenges. Appendices at the end cover advanced topics, making this text a comprehensive and modern resource for Python programming. This book aims to equip readers with the practical skills required to confidently develop small- to medium-scale projects in areas like game development, data science, web development, and more.

Feature :

- Step-by-Step Learning &ndash Features a structured, beginner-friendly approach with supporting figures, illustrations, and discussions on modern tools and technologies.
- For All Skill Levels &ndash Designed for both beginners and experienced programmers, offering a versatile learning experience.
- Industry-Relevant Skills &ndash Emphasizes practical problem-solving techniques applicable in data science, web development, and automation.
- Balanced Approach &ndash Unlike overly theoretical local books, this text blends clear theoretical explanations with hands-on coding exercises and project-based learning.
- Python Proficiency &ndash Guides learners through Python syntax, helping them write optimized programs for small to medium-scale applications.

- Advanced Appendices &ndash Covers key topics like popular Python libraries (e.g., requests, matplotlib), Django and Flask app development, data science workflows, and open-source contribution.
- Real-World Case Studies &ndash Includes engaging projects like:Guess the Number (text game) / Snake Game (interactive) /Medical Image Classifier /Fraud Detection using ML / Titanic Survival Prediction / Game development with music and graphics.

Table Of Content :

About Author :

Dr. Ritika Mehra, Professor, Department of Computer Science and Engineering, School of Engineering and Computing, Dev Bhoomi Uttarakhand University