Dbms By A A Puntambekar Websites Books Google

JavaScript is an important scripting language for almost every modern web application. It is simple for beginners but complex when you build a full-scale application. The book is extremely user-friendly. It assumes no programming experience and helps the students to learn the JavaScript in step by step manner with the help of illustrative examples. The first two units cover the fundamental concepts of JavaScript such as variables, operators, control structures, arrays, functions and strings. In the third unit, the concept of form and event handling is discussed. This feature of JavaScript help us to design the interactive web page with graphical user interface. In the next subsequent chapter, the book demonstrates how to create and manage cookies, how to create browser history, implementation of form validation with the help of regular expressions, creating rollover effects and creating and handling frames. At the end, the book illustrates creation of banner, management of status bar and creation of slideshows using JavaScript. This book serves the purpose of teaching JavaScript in the simplest and easiest manner.

During the last decade, cell phones with multimodal interfaces based on combined new media have become the dominant computer interface worldwide. Multimodal interfaces support mobility and expand the expressive power of human input to computers. They have shifted the fulcrum of human-computer interaction much closer to the human. This book explains the foundation of human-centered multimodal interaction and interface design, based on the cognitive and neurosciences, as well as the major benefits of multimodal interfaces for human cognition and performance. It describes the data-intensive methodologies used to envision, prototype, and evaluate new multimodal interfaces. From a system development viewpoint, this book outlines major approaches for multimodal signal processing, fusion, architectures, and techniques for robustly interpreting users' meaning. Multimodal interfaces have been commercialized extensively for field and mobile applications during the last decade. Research also is growing rapidly in areas like multimodal data analytics, affect recognition, accessible interfaces, embedded and robotic interfaces, machine learning and new hybrid processing approaches, and similar topics. The expansion of multimodal interfaces is part of the long-term evolution of more expressively powerful input to computers, a trend that will substantially improve support for human cognition and performance.

This book offers a primer on the valuation of digital intangibles, a trending class of immaterial assets. Startups like successful unicorns, as well as consolidated firms desperately working to re-engineer their business models, are now trying to go digital and to reap higher returns by exploiting new intangibles. This book is innovative in its design and concept since it tackles a frontier topic with an original methodology, combining academic rigor with practical insights. Digital intangibles range from digitized versions of traditional immaterial assets (brands, patents, know-how, etc.) to more trendy applications like big data, Internet of Things, interoperable databases, artificial intelligence, digital newspapers, social networks, blockchains, FinTech applications, etc. This book comprehensively addresses related valuation issues, and demonstrates how best practices can be applied to specific asset appraisals, making it of interest to researchers, students, and practitioners alike.

This Book Deals With All The Technologies Used In The Design Of Services Over The Web. It Begins With The Principles And Concepts Used In Internet And Worldwide Web. Html Is Explained In Two Chapters. Since Frames And Forms Are Vital Components In Interactive Web Pages, A Separate Chapter Is Dedicated With Several Examples. Javascript, The Popular Scripting Language Used In Client Side Data Validation Is Then Explained With Adequate Object Oriented Style. The Server Side Code Is Explained With Jsp.The Whole Of Jsp Is Explained And Illustrated Using Several Examples. Jsp Is Used With Jdbc For Accessing Databases. Java Database Connectivity Is Given Due Importance And Simple Web Applications Have Been Developed. Java Servlet Is Fully Explained With Several Examples. Four Minor Projects On Design And Application Are Given In The Last Four Chapters. These Projects Are Fully Explained According To The Software Development Life Cycle. The Complete Set Of Design Documents, Code And Testing Strategies Are Explained. This Book Will Serve As A Complete Textbook For Various Graduate And Postgraduate Courses.

This textbook has been written in such a way that the concepts are explained with the help of examples. The book covers the topics right from basics of PHP programming such as variables, data types, operators, control structures, arrays to graphics. The book also covers implementation of object oriented concepts such as classes, objects, inheritance, overloading and so on. In the next subsequent unit, the textbook covers creating and validating forms. Finally, the book explains how to connect to database using PHP and MySQL laying more stress on examples. Thus this book helps the students to learn the PHP programming in the most lucid way.

S. Chand's Physics, designed to serve as a textbook for students pursuing their engineering degree course, B.E. in Gujarat Technical University. The book is written with the singular objective of providing the students of GTU with a distinct source material as per the syllabus. The philosophy of presentation of the material in the book is based upon decades of classroom interaction of the authors. In each chapter, the fundamental concepts pertinent to the topic are highlighted and the in-between continuity is emphasized. Throughout the book attention is given to the proper presentation of concepts and practical applications are cited to highlight the engineering aspects. A number of problems are solved. New problems are included in order to expedite the learning process of students of all hues and to improve their academic performance. The fundamental concepts are emphasized in each chapter and the details are developed in an easy-to-follow style. Each chapter is divided into smaller parts and sub-headings are provided to make the reading a pleasant journey from one interesting topic to another important topic.

Analysis and Design of AlgorithmsTechnical Publications

Advanced Data Structures is a core subject in Computer Science. It includes a solid introduction to algorithms, data structures and uses C++ syntax and structure in the design of data structures. This textbook helps the students to make the transition from fundamentals of data structures to an advanced level of data structures and their applications. At the beginning, the non-linear data structures such as trees and graphs are discussed in the first two units. In the third unit, the concept of hashing is discussed. In this, the hashing methods, collision handling techniques, concept of dictionary and skip lists are discussed. Next two units are based on search trees and multiway trees. These are basically the advanced level tree structures such as AVL trees, Optimal Binary Search Trees (OBST), B trees, B+ trees, Trie trees, Red-black trees, KD trees and AA trees. Sufficient number of examples and programming illustrations are supported for better understanding of the complex concepts in the simplest manner. Finally, the file organization is discussed, in which various file organization techniques and implementation is illustrated. The objective of this book is to enable students to have the much-needed foundation for advanced technical skill, leading to better problem-solving approach.

The book provides comprehensive coverage of the fundamental concepts of computer organization and architecture. Its focus on real-world examples encourages students to understand how to apply essential organization and architecture concepts in the computing world. The book teaches you both the hardware and software aspects of the computer. It explains computer components and their functions, interconnection structures, bus structures, computer arithmetic, processor organization, memory organization, I/O functions, I/O structures, processing unit organization, addressing modes, instructions, instruction pipelining, instruction-level parallelism, and superscalar processors. The case studies included in the book help readers to relate the learned computer fundamentals with the real-world processors.

Basic Terminology, Elementary Data Organization, Structure Operations, Algorithm Complexity and Time-Space trade-offArrays : Array Definition, Representation and Analysis, Single and Multidimensional Arrays, Address Calculation, Application of Arrays, Character String in C, Character string operation, Array as Parameters, Ordered List, Sparse Matrices and Vectors.Stacks : Array Representation and Implementation of Stack, Operations on Stacks: Push & Pop, Array Representation of Stack, Linked Representation of Stack, Operations Associated with Stacks, Application of Stack: Conversion of Infix to Prefix and Postfix Expressions, Evaluation of Postfix expression using Stack.Recursion : Recursive Definition and Processes, Recursion in C, Example of Recursion, Tower of Hanoi Problem, Simulating Recursion, Backtracking, Recursive Algorithms, Principles of Recursion, Tail Recursion, Removal of Recursion.Queues : Array and Linked Representation and Implementation of Queues, Operations on Queue: Create, Add, Delete, Full and Empty, Circular Queues, D-Queues and Priority Queues.Linked List : Representation and Implementation of Singly Linked Lists, Two-way Header List, Traversing and Searching of Linked List, Overflow and Underflow, Insertion and Deletion to/from Linked Lists, Insertion and Deletion Algorithms, Doubly Linked List, Linked List in Array, Polynomial Representation and Addition, Generalized Linked List, Garbage Collection and Compaction.Trees : Basic Terminology, Binary Trees, Binary Tree Representation, Algebraic Expressions, Complete Binary Tree, Extended Binary Trees, Array and Linked Representation of Binary Trees, Traversing Binary Trees, Threaded Binary Trees, Traversing Threaded Binary Trees, Huffman Algorithm.Searching and Hashing : Sequential Search, Binary Search, Comparison and Analysis, Hash Table, Hash Functions, Collision Resolution Strategies, Hash Table Implementation.Sorting : Insertion Sort, Bubble Sorting, Quick Sort, Two Way Merge Sort, Heap Sort, Sorting on Different Keys, Practical Consideration for Internal Sorting.Binary Search Trees : Binary Search Tree (BST), Insertion and Deletion in BST, Complexity of Search Algorithm, Path Length, AVL Trees, B-trees.Graphs : Terminology & Representations, Graphs & Multi-Graphs, Directed Graphs, Sequential Representations of Graphs, Adjacency Matrices, Traversal, Connected Component and Spanning Trees, Minimum Cost Spanning Trees.File Structures : Physical Storage Media File Organization, Organization of Records into Blocks, Sequential Files, Indexing and Hashing, Primary Indices, Secondary Indices, B+ Tree Index Files, B Tree Index Files, Indexing and Hashing Comparisons.

The book has been developed to provide comprehensive and consistent coverage of both the concepts of data structures as well as implementation of these concepts using C programming. The book utilizes a systematic approach wherein each data structure is explained using examples followed by its implementation using a programming language. It begins with the introduction to data types. In this, an overview of various types of data structures is given and asymptotic notations, best case, worst case and average case time complexity is discussed. The book then focuses on the linear data structures such as arrays, stacks, queues and linked lists. In these units each concept is followed by its implementation and logic explanation part. The book then covers the non-linear data structures such as trees and graphs. These data structures are very well explained with the help of illustrative diagrams, examples and implementations. The text book then covers two important topics - hashing and file structures. While explaining the hashing - various hashing methods, and collision handling techniques are explained with necessary illustrations and examples. File structures are demonstrated by implementing sequential, index sequential and random file organization. Finally searching and sorting algorithms, their implementation and time complexities are discussed. The sorting and searching methods are illustrated systematically with the help of examples. The explanation in this book is in a very simple language along with clear and concise form which will help the students to have clear-cut understanding of the subject.

Many books on Database Management Systems (DBMS) are available in the market, they are incomplete very formal and dry. My attempt is to make DBMS very simple so that a student feels as if the teacher is sitting behind him and guiding him. This text is bolstered with many examples and Case Studies. In this book, the experiments are also included which are to be performed in DBMS lab. Every effort has been made to alleviate the treatment of the book for easy flow of understanding of the students as well as the professors alike. This textbook of DBMS for all graduate and post-graduate programmes of Delhi University, GGSIPU, Rajiv Gandhi Technical University, UPTU, WBTU, BPUT, PTU and so on. The salient features of this book are: - 1. Multiple Choice Questions 2. Conceptual Short Questions 3. Important Points are highlighted / Bold faced. 4. Very lucid and simplified approach 5.Bolstered with numerous examples and CASE Studies 6. Experiments based on SQL incorporated. 7. DBMS Projects added Question Papers of various universities are also included.

This textbook provides comprehensive introduction to scripting languages that are used for creating web based applications. The book is divided into five different sections. In the first section the book introduces web site basics, HTTP, HTML5 and CSS3. The second and third section is based on client side and server side scripting. In these sections, the client side scripting such as JavaScript, DHTML and JSON is introduced. The sever side programming includes Servlet programming and JSP. In this section Java Database Connectivity is introduced and Simple Web Applications based on database connectivity have been developed. The fourth section deals with PHP and XML. The last section includes introduction to AJAX and Web Services. A database driven web service is developed and explained in step by step manner. At the end of the book some sample programs based on various scripting languages are given. The books helps the reader to learn the internet programming in the most lucid way. Various programming examples discussed in this book will motivate the students to learn the subject.

The topic of NoSQL databases has recently emerged, to face the Big Data challenge, namely the ever increasing volume of data to be handled. It is now recognized that relational databases are not appropriate in this context, implying that new database models and techniques are needed. This book presents recent research works, covering the following basic aspects: semantic data management, graph databases, and big data management in cloud environments. The chapters in this book report on research about the evolution of basic concepts such as data models, query languages, and new challenges regarding implementation issues.

Earthquake Resistant Design and Risk Reduction, 2nd edition is based upon global research and development work over the last 50 years or more, and follows the author's series of three books Earthquake Resistant Design, 1st and 2nd editions (1977 and 1987), and Earthquake Risk Reduction (2003). Many advances have been made since the 2003 edition of Earthquake Risk Reduction, and there is every sign that this rate of progress will continue apace in the years to come. Compiled from the author's wide design and research experience in earthquake engineering and engineering seismology, this key text provides an excellent treatment of the complex multidisciplinary process of earthquake resistant design and risk reduction. New topics include the creation of low-damage structures and the spatial distribution of ground shaking near large fault ruptures. Sections on guidance for developing countries, response of buildings to differential settlement in liquefaction, performance-based and displacement-based design and the architectural aspects of earthquake resistant design are heavily revised. This book: Outlines

individual national weaknesses that contribute to earthquake risk to people and property Calculates the seismic response of soils and structures, using the structural continuum "Subsoil – Substructure – Superstructure – Non–structure" Evaluates the effectiveness of given design and construction procedures for reducing casualties and financial losses Provides guidance on the key issue of choice of structural form Presents earthquake resistant design methods for the main four structural materials – steel, concrete, reinforced masonry and timber – as well as for services equipment, plant and non-structural architectural components Contains a chapter devoted to problems involved in improving (retrofitting) the existing built environment This book is an invaluable reference and guiding tool to practising civil and structural engineers and architects, researchers and postgraduate students in earthquake engineering and engineering seismology, local governments and risk management officials.

Manufacturing Technology - I is a branch of mechanical engineering which involves transformation of raw materials from its original state to a finished product by changing its shape and few properties in a series of steps. Not all manufacturing processes can produce a product easily, economically and with good quality. Each process is generally categorised by some advantages and limitations over the other processes. This subject gives information about the different joining methods for metals, different plastic moulding techniques and sheet metal processes. It also includes different forming techniques and casting processes. Our hope is that this book, through its careful explanations of concepts, practical examples and figures bridges the gap between knowledge and proper application of that knowledge.

This book constitutes the refereed proceedings of the 8th International Conference on ICT in Education, Research, and Industrial Applications, held in Kherson, Ukraine, in June 2012. The 14 revised full papers were carefully reviewed and selected from 70 submissions. This book begins with an invited contribution presenting the substance of one of ICTERI 2012 invited talks. The chapter deals with the issues of abstraction and verification of properties in real-time Java programs. The rest of the volume is structured in four topical parts: ICT Frameworks, Infrastructures, Integration, and Deployment; Formal Logic and Knowledge-Based Frameworks; ICT-Based Systems Modeling, Specification, and Verification: ICT in Teaching and Learning.

Engineering mechanics is the branch of the physical science which describes the response of bodies or systems of bodies to external behaviour of a body, in either a beginning state of rest or of motion, subjected to the action of forces. It bridges the gap between physical theory and its application to technology. It is used in many fields of engineering, especially mechanical engineering and civil engineering. Much of engineering mechanics is based on Sir Issac Newton's laws of motion. Within the practical sciences, engineering mechanics is useful in formulating new ideas and theories, discovering and interpreting phenomena and developing experimental and computational tools. Engineering mechanics is the application of applied mechanics to solve problems involving common engineering elements. The goal of this engineering mechanics course is to expose students to problems in mechanics as applied to plausibly real-world scenarios. Problems of particular types are explored in detail in the hopes that students will gain an inductive understanding of the underlying principles at work; students should then be able to recognize problems of this sort in real-world situations and respond accordingly. Our hope is that this book, through its careful explanations of concepts, practical examples and figures bridges the gap between knowledge and proper application of that knowledge.

The book has been developed to provide comprehensive and consistent coverage of concepts of automata theory, formal languages and computation. This book begins by giving prerequisites for the subject, like strings, languages, types of automata, deterministic and non-deterministic automata. It proceeds forward to discuss advanced concepts like regular expressions, context free grammar and pushdown automata. The text then goes on to give a detailed description of context free and non context free languages and Turing Machine with its complexity. This compact and well-organized book provides a clear understanding of the subject with its emphasis on concepts along with a large number of examples.

Advanced Java is a textbook specially designed for undergraduate and post graduate students of Computer Science. It focuses on developing the applications both at basic and moderate level. This text book is divided into seven units. The first unit introduces Java network programming. In this unit along with the basic concepts of networking, the programming using Sockets, InetAddress, URL and URLConnection class is discussed in a lucid manner. The second unit is based on JDBC programming. In this unit, connecting with the database is discussed with examples and illustrations. Then next two chapters focuses on server side programming by means of Servlet programming and JSP. In third unit, the illustration of how to create and execute servlets is given. Then the concept of cookies and session management is discussed. In the next subsequent unit the Java Server Pages - its overview and programming is studied. In the last three units the advanced concepts of Java programming such as JSF, Hibernate and Java Web Framework : Spring is discussed. The contents of this textbook is supported with numerous illustrations, examples, program codes, and screenshots. With its lucid presentation and inclusion of numerous examples the book will be very useful for the readers.

This book is designed for the 3rd semester gtu engineering students pursuing the probability and statistics (code 3130006). The crisp but complete explanation of topics will help the students easily understand the basic concepts. The tutorial approach (I.E. Teach by example) followed in the text will enable students develop a logical perspective to solving problems.

This book is a revamped version of the title Managerial Economics and Financial Analysis from the author A. Ramachandra Aryasri. It is specially designed to meet the requirements of course Business Economics and Financial Analysis for B.Tech. students of JNTU Hyderabad. The subject matter is presented in an easy-to-understand language, with ample examples and focus on modern day industry practices. Salient Features: • In-depth coverage of all the topics as per JNTU-Hyderabad syllabus • Discussion on contemporary issues, such as block-chain technologies and accounting, economic slowdown in India, Gross Domestic Product in India, etc. • Learning objectives and chapter-end summary with each chapter • Subject matter supported with several real-life industry-based illustrations • Rich pool of subjective and multiple-choice questions

• A set of four model question papers at the book end

Instruction tailored to the individual student, learning and teaching outside the limits of time and space—ideas that were once considered science fiction are now educational reality, with the prospect of an intelligent Web 3.0 not far distant. Alongside these innovations exists an emerging set of critical-thinking challenges, as Internet users create content and learners (and teachers) take increased responsibility in their work. Learning and Instruction in the Digital Age nimbly balances the technological and pedagogical aspects of these rapid changes, gathering papers from noted researchers on a wealth of topics relating to cognitive approaches to learning and teaching, mental models, online learning, communications, and innovative educational technologies, among them: Cognition and student-centered, Web-based learning, The progression of mental models throughout a course of instruction, Experiencing education with 3D virtual worlds, Expanding educational boundaries through multi-school collaboration, Adapting e-learning to different learning styles, The student blog as reflective diary. With its blend of timely ideas and forward thinking, Learning and Instruction in the Digital Age will enrich the work of researchers in educational psychology, educational technology, and cognitive science.

This book covers the object oriented programming aspects using Java programming. It focuses on developing the applications both at basic and moderate level. In this book there are number of illustrative programming examples that help the students to understand the concepts. Starting from introduction to Java programming, handling of control statements, arrays, objects and classes, this book moves gradually towards Exception handling, Interfaces, Collection classes and concurrent programming with the help of Java threads. In addition, the book also covers JAVAFX basics, Event driven programming, Animations, creating GUI applications and multimedia using JAVAFX. Explanation of all the object oriented programming concepts is given in simple and expressive language. Also, the Java programs are followed by step by step explanation. This book explains the object oriented programming concepts in such a way that even if the reader having no Java programming background can develop the applications with ease.

Machine learning, one of the top emerging sciences, has an extremely broad range of applications. However, many books on the subject provide only a theoretical approach, making it difficult for a newcomer to grasp the subject material. This book provides a more practical approach by explaining the concepts of machine learning algorithms and describing the areas of application for each algorithm, using simple practical examples to demonstrate each algorithm and showing how different issues related to these algorithms are applied.

The long-awaited revision of Fundamentals of Applied Probability and Random Processes expands on the central components that made the first edition a classic. The title is based on the premise that engineers use probability as a modeling tool, and that probability can be applied to the solution of engineering problems. Engineers and students studying probability and random processes also need to analyze data, and thus need some knowledge of statistics. This book is designed to provide students with a thorough grounding in probability and stochastic processes, demonstrate their applicability to real-world problems, and introduce the basics of statistics. The book's clear writing style and homework problems make it ideal for the classroom or for self-study. Demonstrates concepts with more than 100 illustrations, including 2 dozen new drawings Expands readers' understanding of disruptive statistics in a new chapter (chapter 8) Provides new chapter on Introduction to Random Processes with 14 new illustrations and tables explaining key concepts. Includes two chapters devoted to the two branches of statistics, namely descriptive statistics (chapter 8) and inferential (or inductive) statistics (chapter 9).

This well-organized textbook provides the design techniques of algorithms in a simple and straight forward manner. The book begins with a description of the fundamental concepts such as algorithm, functions and relations, vectors and matrices. Then it focuses on efficiency analysis of algorithms. In this unit, the technique of computing time complexity of the algorithm is discussed along with illustrative examples. Gradually, the text discusses various algorithmic strategies such as divide and conquer, dynamic programming, Greedy algorithm, backtracking and branch and bound. Finally the string matching algorithms and introduction to NP completeness is discussed. Each algorithmic strategy is explained in stepwise manner, followed by examples and pseudo code. Thus this book helps the reader to learn the analysis and design of algorithms in the most lucid way.

Kinematics of Machinery is the branch of engineering science which deals with the study of relative motion between the various parts of a machine and the forces which act on them. It gives information about the basic concepts and layout of linkages in the assembly of a system or a machine. The subject provides information about the principles in analysing the assembly with respect to the displacement, velocity and acceleration at any point in a link of a mechanism. This book gives technique to find velocity and acceleration of different mechanisms by graphical and analytical methods. It also includes the basic concepts of toothed gearing and kinematics of gear trains and the effect of friction in motion transmission and in machine components. My hope is that this book, through its careful explanations of concepts, practical examples and figures bridges the gap between knowledge and proper application of that knowledge.

The book is written for an undergraduate course on the 8086 microprocessor and 8051 microcontroller. It provides comprehensive coverage of the hardware and software aspects of 8086 microprocessor and 8051 microcontroller. The book is divided into three parts. The first part focuses on 8086 microprocessor. It teaches you the 8086 architecture, instruction set, Assembly Language Programming (ALP), interfacing 8086 with support chips, memory, and peripherals such as 8251, 8253, 8255, 8259, 8237 and 8279. It also explains the interfacing of 8086 with data converters - ADC and DAC and introduces a traffic light control system. The second part focuses on multiprogramming and multiprocessor configurations, numeric processor 8087, I/O processor 8089 and introduces features of advanced processors such as 80286, 80386, 80486 and Pentium processors. The third part focuses on 8051 microcontroller. It teaches you the 8051 architecture, instruction set, programming 8051 and interfacing 8051 with external memory. It explains timers/counters, serial port, interrupts of 8051 and their programming. It also describes the interfacing 8051 with data converters - ADC and DAC, keyboards, LCDs, LEDs, stepper motors, and sensors.

A groundbreaking book in this field, Software Engineering Foundations: A Software Science Perspective integrates the latest research, methodologies, and their applications into a unified theoretical framework. Based on the author's 30 years of experience, it examines a wide range of underlying theories from philosophy, cognitive informatics, denota