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It will not waste your time. endure me, the e-book will unquestionably vent you supplementary matter to read. Just invest little get older to gate this on-line statement Techmax Publications Engineering Graphics as competently as review them wherever you are now.



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-Attribution-Share-Alike Tags: free, 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 Note: This is the 3rd edition. If you need the 2nd edition for a course you are taking, it can be found as a "other format" on amazon, or by searching its isbn: 1534970746 This gentle introduction to discrete mathematics is written for first and second year math majors, especially those who intend to teach. The text began as a set of lecture notes for the discrete mathematics course at the University of Northern Colorado. This course serves both as an introduction to topics in discrete math and as the "introduction to proof" course for math majors. The course is usually taught with a large amount of student inquiry, and this text is written to help facilitate this. Four main

topics are covered: counting, sequences, logic, and graph theory. Along the way proofs are introduced, including proofs by contradiction, proofs by induction, and combinatorial proofs. The book contains over 470 exercises, including 275 with solutions and over 100 with hints. There are also Investigate! activities throughout the text to support active, inquiry based learning. While there are many fine discrete math textbooks available, this text has the following advantages: It is written to be used in an inquiry rich course. It is written to be used in a course for future math teachers. It is open source, with low cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at [discrete.openmathbooks.org](http://discrete.openmathbooks.org)

Deals with good ventilation, thermal comfort, and acoustic requirements when planning a building. As well as satisfying minimum standards and the regulations of local authorities, economics and future expansions are considered. The book also discusses building drawings created through computer aided design.

This Book Provides A Systematic Account Of The Basic Principles Involved In Engineering Drawing. The Treatment Is Based On The First Angle Projection. Salient Features: \* Nomography Explained In Detail. \* 555 Self-Explanatory Solved University Problems. \* Step-By-Step Procedures. \* Side-By-Side Simplified Drawings. \* Adopts B.I.S. And I.S.O. Standards. \* 1200 Questions Included For Self Test. The Book Would Serve As An Excellent Text For B.E., B.Tech., B.Sc. (Ap. Science) Degree And Diploma Students Of Engineering. Amie Students Would Also Find It Extremely Useful.

An Open Introduction

Building Planning and Drawing

Computational Geometry

A Text Book of Engineering Drawing

Basic Skills

AUTOMOBILE COMPONENT DESIGN (22558)

About the Book: Written by three distinguished authors with ample academic and teaching experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest st

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

The Mechanical Engineer's Handbook was developed and written specifically to fill a need for mechanical engineers and mechanical engineering students throughout the world. With over 1000 pages, 550 illustrations, and 26 tables the Mechanical Engineer's Handbook is very comprehensive, yet affordable, compact, and durable. The Handbook covers all major areas of mechanical engineering with succinct coverage of the definitions, formulas, examples, theory, proofs, and explanations of all principle subject areas. The Handbook is an essential, practical companion for all mechanical engineering students with core coverage of nearly all relevant courses included. Also, anyone preparing for the engineering licensing examinations will find this handbook to be an invaluable aid. Useful analytical techniques provide the student and practicing engineer with powerful tools for mechanical design. This book is designed to be a portable reference with a depth of coverage not found in "pocketbooks" of formulas and definitions and without the verbosity, high price, and excessive size of the huge encyclopedic handbooks. If an engineer needs a quick reference for a wide array of information, yet does not have a full library of textbooks or does not want to spend the extra time and effort necessary to search and carry a six pound handbook, this book is for them. \* Covers all major areas of mechanical engineering with succinct coverage of the definitions, formulae, examples, theory, proofs and explanations of all principle subject areas \* Boasts over 1000 pages, 550 illustrations, and 26 tables \* Is comprehensive, yet affordable, compact, and durable with strong 'flexible' binding \* Possesses a true handbook 'feel' in size and design with a full colour cover, thumb index, cross-references and useful printed endpapers

This second edition, extensively revised and updated, continues to offer sound, practically-oriented, modularized coverage of the full spectrum of fundamental topics in each of the several major areas of electrical and electronics engineering. Circuit Theory Electrical Measurements and Measuring Instruments Electric Machines Electric Power Systems Control Systems Signals and Systems Analog and Digital Electronics including introduction to microcomputers The book conforms to the syllabi of Basic Electrical and Electronic Sciences prescribed for the first-year engineering students. It is also an ideal text for students pursuing diploma programmes in Electrical Engineering. Written in a straightforward style with a strong emphasis on primary principles, the main objective of the book is to bring an understanding of the subject within the reach of all engineering students. What is New to This Edition : Fundamentals of Control Systems (Chapter 24) Fundamentals of Signals and Systems (Chapter 25) Introduction to Microcomputers (Chapter 32) Substantial revisions to chapters on Transformer, Semiconductor Diodes and Transistors, and Field Effect Transistors Laplace Transform (Appendix B) Applications of Laplace Transform (Appendix C) PSpice (Appendix E) key Features : Numerous solved examples for sound conceptual understanding End-of-chapter review questions and numerical problems for rigorous practice by students Answers to all end-of-chapter numerical problems An objective type Questions Bank with answers to hone the technical skills of students for viva voce and preparation for competitive examinations. Principles and Practice

Mathematics for Computer Science

System Design, Modeling, and Simulation Using Ptolemy II

Internals and Design Principles

Discover the secrets to drawing, painting, and illustrating the curious world of science fiction in the Victorian Age Software-Defined Radio for Engineers

This comprehensive textbook offers a scientifically sound and at the same time practical introduction to Virtual and Augmented Reality (VR/AR). Readers will gain the theoretical foundation needed to design, implement or enhance VR/AR systems, evaluate and improve user interfaces and applications using VR/AR methods, assess and enrich user experiences, and develop a deeper understanding of how to apply VR/AR techniques. Whether utilizing the

book for a principal course of study or reference reading, students of computer science, education, media, natural sciences, engineering and other subject areas can benefit from its in-depth content and vivid explanation. The modular structure allows selective sequencing of topics to the requirements of each teaching unit and provides an easy-to-use format from which to choose specific themes for individual self-study. Instructors are provided with extensive materials for creating courses as well as a foundational text upon which to build their advanced topics. The book enables users from both research and industry to deal with the subject in detail so they can properly assess the extent and benefits of VR/AR deployment and determine required resources. Technology enthusiasts and professionals can learn about the current status quo in the field of VR/AR and interested newcomers can gain insight into this fascinating world. Grounded on a solid scientific foundation, this textbook, addresses topics such as perceptual aspects of VR/AR, input and output devices including tracking, interactions in virtual worlds, real-time aspects of VR/AR systems and the authoring of VR/AR applications in addition to providing a broad collection of case studies.

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. A structural design can be executed only after drawings are supplied to site engineers and technical staff. It is obviously important that design engineers should be provided with correct drawings. Because of this civil engineering students are taught not only design but also drawing. The design of steel structures as per IS: 800-2007 is presented in this text along with detailed drawings.

This book provides in-depth knowledge to solve engineering, geometrical, mathematical, and scientific problems with the help of advanced computational methods with a focus on mechanical and materials engineering. Divided into three subsections covering design and fluids, thermal engineering and materials engineering, each chapter includes exhaustive literature review along with thorough analysis and future research scope. Major topics covered pertains to computational fluid dynamics, mechanical performance, design, and fabrication including wide range of applications in industries as automotive, aviation, electronics, nuclear and so forth. Covers computational methods in design and fluid dynamics with a focus on computational fluid dynamics Explains advanced material applications and manufacturing in labs using novel alloys and introduces properties in material Discusses fabrication of graphene reinforced magnesium metal matrix for orthopedic applications Illustrates simulation and optimization gear transmission, heat sink and heat exchangers application Provides unique problem-solution approach including solutions, methodology, experimental setup, and results validation This book is aimed at researchers, graduate students in mechanical engineering, computer fluid dynamics, fluid mechanics, computer modeling, machine parts, and mechatronics.

Discrete Mathematics

Engineering Graphics for the First Year Student (GTU)

Mastering Surface Modeling with SOLIDWORKS 2021

Automotive Systems

Mechanical Engineer's Handbook

A Textbook for Engineers and Technologists

This book introduces the principles and practices in automotive systems, including modern automotive systems that incorporate the latest trends in the automobile industry. The fifteen chapters present new and innovative methods to master the complexities of the vehicle of the future. Topics like vehicle classification, structure and layouts, engines, transmissions, braking, suspension and steering are illustrated with modern concepts, such as battery-electric, hybrid electric and fuel cell vehicles and vehicle maintenance practices. Each chapter is supported with examples, illustrative figures, multiple-choice questions and review questions. Aimed at senior undergraduate and graduate students in automotive/automobile engineering, mechanical engineering, electronics engineering, this book covers the following: Construction and working details of all modern as well as fundamental automotive systems Complexities of operation and assembly of various parts of automotive systems in a simplified manner Handling of automotive systems and integration of various components for smooth functioning of the vehicle Modern topics such as battery-electric, hybrid electric and fuel cell vehicles Illustrative examples, figures, multiple-choice questions and review questions at the end of each chapter Studying engineering, whether it is mechanical, electrical or civil relies heavily on an understanding of mathematics. This new textbook clearly demonstrates the relevance of mathematical principles and shows how to apply them to solve real-life engineering problems. It deliberately starts at an elementary level so that students who are starting from a low knowledge base will be able to quickly get up to the level required. Students who have not studied mathematics for some time will find this an excellent refresher. Each chapter starts with the basics before gently increasing in complexity. A full outline of essential definitions, formulae, laws and procedures are introduced before real world situations, practicals and problem solving demonstrate how the theory is applied. Focusing on learning through practice, it contains examples, supported by 1,600 worked problems and 3,000 further problems contained within exercises throughout the text. In addition, 34 revision tests are included at regular intervals. An interactive companion website is also provided containing 2,750 further problems with worked solutions and instructor materials

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

The Book Irrigation And Water Resources Engineering Deals With The Fundamental And General Aspects Of Irrigation And Water Resources Engineering And Includes Recent Developments In Hydraulic Engineering Related To Irrigation And Water Resources Engineering. Significant Inclusions In The Book Are A Chapter On Management (Including Operation, Maintenance, And Evaluation) Of Canal Irrigation In India, Detailed Environmental Aspects For Water Resource Projects, A Note On Interlinking Of Rivers In India, And Design Problems Of Hydraulic Structures Such As Guide Bunds, Settling Basins Etc. The First Chapter Of The Book Introduces Irrigation And Deals With The Need, Development And Environmental Aspects Of Irrigation In India. The Second Chapter On Hydrology Deals With Different Aspects Of Surface Water Resource. Soil-Water Relationships Have Been Deal

With In Chapter 3. Aspects Related To Ground Water Resource Have Been Discussed In Chapter 4. Canal Irrigation And Its Management Aspects Form The Subject Matter Of Chapters 5 And 6. Behaviour Of Alluvial Channels And Design Of Stable Channels Have Been Included In Chapters 7 And 8, Respectively. Concepts Of Surface And Subsurface Flows, As Applicable To Hydraulic Structures, Have Been Introduced In Chapter 9. Different Types Of Canal Structures Have Been Discussed In Chapters 10, 11, And 13. Chapter 12 Has Been Devoted To Rivers And River Training Methods. After Introducing Planning Aspects Of Water Resource Projects In Chapter 14, Embankment Dams, Gravity Dams And Spillways Have Been Dealt With, Respectively, In Chapters 15, 16 And 17. The Students Would Find Solved Examples (Including Design Problems) In The Text, And Unsolved Exercises And The List Of References Given At The End Of Each Chapter Useful.

The Civil Engineering Handbook

Textbook of Environmental Studies for Undergraduate Courses

Principles, Devices and Applications

Digital Electronics

Engineering Drawing And Graphics

Algorithms and Applications

The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for each chapter, Digital Electronics includes: information on number systems, binary codes, digital arithmetic, logic gates and families, and Boolean algebra; an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits; up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation. A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers.

First published in 1995, the award-winning Civil Engineering Handbook soon became known as the field's definitive reference. To retain its standing as a complete, authoritative resource, the editors have incorporated into this edition the many changes in techniques, tools, and materials that over the last seven years have found their way into civil engineering research and practice. The Civil Engineering Handbook, Second Edition is more comprehensive than ever. You'll find new, updated, and expanded coverage in every section. In fact, more than 1/3 of the handbook is new or substantially revised. In particular you'll find increased focus on computing reflecting the rapid advances in computer technology that has revolutionized many aspects of civil engineering. You'll use it as a survey of the field, you'll use it to explore a particular subject, but most of all you'll use The Civil Engineering Handbook to answer the problems, questions, and conundrums you encounter in practice.

This introduction to computational geometry focuses on algorithms. Motivation is provided from the application areas as all techniques are related to particular applications in robotics, graphics, CAD/CAM, and geographic information systems. Modern insights in computational geometry are used to provide solutions that are both efficient and easy to understand and implement.

Featuring tools, professional guidance, and a history of Steampunk, including gadgetry, iconic characters and Victorian styles, a soldier, a Steam Lady, a Steam City, and many more!

Virtual and Augmented Reality (VR/AR)

Standard Handbook of Machine Design

Operating Systems

Data Structures and Algorithms in Java

Basic Electrical and Electronics Engineering:

Introduction to Embedded Systems, Second Edition

Basic Electrical and Electronics Engineering provides an overview of the basics of electrical and electronic engineering that are required at the undergraduate level. The book allows students outside electrical and electronics engineering to easily

Salient Features: Provided simple step by step explanations to motivate self study of the subject. Free hand sketching techniques are provided. Worksheets for free hand practice are provided. A new chapter on Computer Aided Design and Drawing (CADD) is added.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

The latest ideas in machine analysis and design have led to a major revision of the field's leading handbook. New chapters cover ergonomics, safety, and computer-aided design, with revised information on numerical methods, belt devices, statistics, standards, and codes and regulations. Key features include: \*new material on ergonomics, safety, and computer-aided design; \*practical reference data that helps machines designers solve common problems--with a minimum of theory. \*current CAS/CAM applications, other machine computational aids, and robotic applications in machine design. This definitive machine design handbook for product designers, project engineers, design engineers, and manufacturing engineers covers every aspect of machine construction and operations. Voluminous and heavily illustrated, it discusses standards, codes and regulations; wear; solid materials, seals; flywheels; power screws; threaded fasteners; springs; lubrication; gaskets; coupling; belt drive; gears; shafting; vibration and control; linkage; and corrosion.

Applied Chemistry

Fundamentals of Computer Programming with C#

A Cyber-Physical Systems Approach

Foundations and Methods of Extended Realities (XR)

Advanced Computational Methods in Mechanical and Materials Engineering

Beginning C++ Programming

Mastering Surface Modeling with SOLIDWORKS 2021 focuses on surfacing tools, an important aspect of SOLIDWORKS' design capabilities that fills in the gaps that might be left by using solid modeling alone. If you are a SOLIDWORKS user currently relying on solid modeling for designs, or are just not familiar with surface modeling techniques, this book will add these skills to your repertoire to help you create the highest-quality models. For instructors teaching this advanced skillset, this book's proven techniques, practical examples and training files will give students a broad understanding of the procedures needed to build freeform shapes and place them well on their way to creating sophisticated surface designs of their own. This manual is one of only a few on the market completely dedicated to mastering surfacing tools. Each of the ten chapters has clean, clear instructions with plentiful diagrams to lead you through carefully selected exercises based on the author's own work experience and techniques. You are guided from a review of surfacing basics, to advanced surface modeling of real-world objects, to an explanation and example of hybrid modeling, to surface repairs and patches. Peruse the table of contents and pick and choose the chapters you are interested in or complete all chapters consecutively to give you an in-depth understanding of all the tools and procedures needed to create surface designs. The projects you will work on in this book include a shoehorn, computer mouse, phone case, a modern housing, and stents. Woven into each of these are procedures, approaches and solutions for possible issues that might arise when you are using surfacing tools. These can be applied to any project you create. Each project touches on a variety of frequently used commands such as extrude, loft, boundary, and sweep; surface revolved, filled, split, and knit; using deform and configurations; mirroring bodies; creating an axis, curve driven and circular patterns, fillets, and molded parts. Look for the post-it notes next to commands for helpful tips and definitions. Throughout the book, you will learn techniques of hybrid modeling, the combination of surface and solid modeling. The last part of the book takes it one step further. Chapter 8 examines hybrid modeling in-depth, guiding you step-by-step from a 2D sketch to the final product, a handle housing. The last two chapters focus on molded parts, creating and saving visual properties of models and how to repair faulty surfaces. The advanced surfacing tools and techniques in this book give you the confidence to tackle projects using hybrid modeling. It is the best method to take full advantage of SOLIDWORKS' modeling power and create more complex designs.

'Programming .NET Components', second edition, updated to cover .NET 2.0., introduces the Microsoft .NET Framework for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components.

This book is a definitive introduction to models of computation for the design of complex, heterogeneous systems. It has a particular focus on cyber-physical systems, which integrate computing, networking, and physical dynamics. The book captures more than twenty years of experience in the Ptolemy Project at UC Berkeley, which pioneered many design, modeling, and simulation techniques that are now in widespread use. All of the methods covered in the book are realized in the open source Ptolemy II modeling framework and are available for experimentation through links provided in the book. The book is suitable for engineers, scientists, researchers, and managers who wish to understand the rich possibilities offered by modern modeling techniques. The goal of the book is to equip the reader with a breadth of experience that will help in understanding the role that such techniques can play in design.

The Importance Of Environmental Studies Cannot Be Disputed Since The Need For Sustainable Development Is A Key To The Future Of Mankind. Recognising This, The Honourable Supreme Court Of India Directed The Ugc To Introduce A Basic Course On Environmental Education For Undergraduate Courses In All Disciplines, To Be Implemented By Every University In The Country. Accordingly, The Ugc Constituted An Expert Committee To Formulate A Six-Month Core Module Syllabus For Environmental Studies. This Textbook Is The Outcome Of The Ugc's Efforts And Has Been Prepared As Per The Syllabus. It Is Designed To Bring About An Awareness On A Variety Of Environmental Concerns. It Attempts To Create A Pro-Environmental Attitude And A Behavioural Pattern In Society That Is Based On Creating Sustainable Lifestyles And A New Ethic Towards Conservation. This Textbook Stresses On A Balanced View Of Issues That Affect Our Daily Lives. These Issues Are Related To The Conflict Between Existing Development Strategies And The Need For Conservation. It Not Only Makes The Student Better Informed On These Concerns, But Is Expected To Lead The Student Towards Positive Action To Improve The Environment. Based On A Multidisciplinary Approach That Brings About An Appreciation Of The Natural World And Human Impact On Its Integrity, This Textbook Seeks Practical Answers To Make Human Civilization Sustainable On The Earth's Finite Resources. Attractively Priced At Rupees One Hundred And Fifteen Only, This Textbook Covers The Syllabus As Structured By The Ugc, Divided Into 8 Units And 50 Lectures. The First 7 Units, Which Cover 45 Lectures Are Classroom Teaching-Based, And Enhance Knowledge Skills And Attitude To Environment. Unit 8 Is Based On Field Activities To Be Covered In 5 Lecture Hours And Would Provide Students With First Hand Knowledge On Various Local Environmental Issues.

Understanding Engineering Mathematics

FUNDAMENTALS OF ELECTRICAL AND ELECTRONICS ENGINEERING

The Bulgarian C# Book

Programming .NET Components

Graph Theory with Applications to Engineering and Computer Science

Machine Drawing

Engineering Graphics, in its 13th year, has been succinctly revised for the Engineering students of 1st year of Gujarat Technological University, Ahmedabad. Beginning with the units, dimensions and standard, this book discusses the measurement and measurement errors. Then, it goes on to discuss electronics equipment, measurements of low resistance and A.C. bridges. Moreover, the book deals with the cathode ray oscilloscopes. Further, it describes various instrument calibration. Finally, the book deals with recorders and plotters.

For a one-semester undergraduate course in operating systems for computer science, computer engineering, and electrical engineering majors. Winner of the 2009 Textbook Excellence Award from the Text and Academic Authors Association (TAA)! Operating Systems: Internals and Design Principles is a comprehensive and unified introduction to operating systems. By using several innovative tools, Stallings makes it possible to understand critical core concepts that can be fundamentally challenging. The new edition includes the implementation of web based animations to aid visual learners. At key points in the book, students are directed to view an animation and then are provided with assignments to alter the animation input and analyze the results. The concepts are then enhanced and supported by end-of-chapter case studies of UNIX, Linux and Windows Vista. These provide students with a solid understanding of the key mechanisms of modern operating systems and the types of design tradeoffs and decisions involved in OS design. Because they are embedded into the text as end of chapter material, students are able to apply them right at the point of discussion. This approach is equally useful as a basic reference and as an up-to-date survey of the state of the art. This updated edition of Gesser's classic textbook has undergone a full revision and now has the latest material, including new chapters on semiconductors and nanotechnology. It includes a supplementary laboratory section with stepwise experimental protocols.

Beginning with an overview of the basic concepts of computers, the book provides an exhaustive coverage of C programming constructs. It then focuses on arrays, strings, functions, pointers, user-defined data types, and files. In addition, the book also provides a chapter on linked lists - a popular data structure - and different operations that can be performed on such lists. Students will find this book an excellent companion for self-study owing to its easy-to-understand approach with plenty of programs complete with source codes, sample outputs, and test cases.

Design and Drawing of Steel Structures

Textbook of Engineering Drawing

Irrigation and Water Resources Engineering

Design and Build .NET Applications Using Component-Oriented Programming

Basic through Advanced Techniques

Construction Drawings and Details for Interiors

Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming. It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way. It forms the basis of programming and covers concepts such as data structures and the core programming language. Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects. Identify the main structures in the language: functions and classes. Feel confident about

being able to identify the execution flow through the code. Be aware of the facilities of the standard library. Gain insights into the basic concepts of object orientation. Know how to debug your programs. Get acquainted with the standard C++ library. In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Get a realistic guide to producing construction documents that clearly communicate the interior space of new construction, remodeling, or installation projects with Construction Drawings and Details for Interiors. This highly visual book: includes such details as furniture, finishes, lighting, and others. features authors' drawings as well as those from practicing professionals. covers drafting fundamentals and conventions; drawing types, plans, and schedules; and computer-aided design. addresses graphic language as a communication tool. details the process of creating construction documents, the use of computers, and various reproduction systems and standards. includes examples of both residential and commercial interiors. is an essential reference for NCIDQ examination. Order your copy today. this book includes Geometrical Drawing & Computer Aided Drafting in First Angle Projection. Useful for the students of B.E./B.Tech for different Technological Universities of India. Covers all the topics of engineering drawing with simple explanation.

Programming in C

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Because of its inherent simplicity, graph theory has a wide range of applications in engineering, and in physical sciences. It has of course uses in social sciences, in linguistics and in numerous other areas. In fact, a graph can be used to represent almost any physical situation involving discrete objects and the relationship among them. Now with the solutions to engineering and other problems becoming so complex leading to larger graphs, it is virtually difficult to analyze without the use of computers. This book is recommended in IIT Kharagpur, West Bengal for B.Tech Computer Science, NIT Arunachal Pradesh, NIT Nagaland, NIT Agartala, NIT Silchar, Gauhati University, Dibrugarh University, North Eastern Regional Institute of Management, Assam Engineering College, West Bengal University of Technology (WBUT) for B.Tech, M.Tech Computer Science, University of Burdwan, West Bengal for B.Tech. Computer Science, Jadavpur University, West Bengal for M.Sc. Computer Science, Kalyani College of Engineering, West Bengal for B.Tech. Computer Science. Key Features: This book provides a rigorous yet informal treatment of graph theory with an emphasis on computational aspects of graph theory and graph-theoretic algorithms. Numerous applications to actual engineering problems are incorporated with software design and optimization topics.