

Computer Fundamentals By Pradeep K Sinha Priti Sinha 6th Edition

From Visual Surveillance to Internet of Things: Technology and Applications is an invaluable resource for students, academicians and researchers to explore the utilization of Internet of Things with visual surveillance and its underlying technologies in different application areas. Using a series of present and future applications – business insights, indoor-outdoor securities, smart grids, human detection and tracking, intelligent traffic monitoring, e-health department and many more – this book will support readers to obtain a deeper knowledge in implementing IoT with visual surveillance. The book offers comprehensive coverage of the most essential topics, including: The rise of machines and communications to IoT (3G, 5G) Tools and technologies of IoT with visual surveillance IoT with visual surveillance for real-time applications IoT architectures Challenging issues and novel solutions for realistic applications Mining and tracking of motion-based object data Image processing and analysis into the unified framework to understand both IOT and computer vision applications This book will be an ideal resource for IT professionals, researchers, under- or post-graduate students, practitioners, and technology developers who

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are interested in gaining a deeper knowledge in implementing IoT with visual surveillance, critical applications domains, technologies, and solutions to handle relevant challenges. Dr. Lavanya Sharma is an Assistant Professor in the Amity Institute of Information Technology at Amity University UP, Noida, India. She is a recipient of several prestigious awards during her academic career. She is an active nationally-recognized researcher who produces dozens of papers in her field. She has contributed as an Organizing Committee member and session chair at Springer and IEEE conferences. Prof. Pradeep K. Garg worked as a Vice Chancellor, Uttarakhand Technical University, Dehradun. Presently he is working in the department of Civil Engineering, IIT Roorkee as a professor. Prof. Garg has published more than 300 technical papers in national and international conferences and journals. He has completed 26 research projects funded by various government agencies, guided 27 PhD candidates, and provided technical services to 84 consultancy projects on various aspects of Civil Engineering. The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a

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calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Learn the hand-crafted notes on C programming Key Features Strengthens the foundations, as a detailed explanation of programming language concepts are given Lucid explanation of the concept Well thought-out, fully working programming examples End-of-chapter exercises that would help you practice the skills learned in the chapter Hand-crafted "KanNotes" at the end of the each chapter that would help the reader remember and revise the concepts covered in the chapter Focuses on how to think logically to solve a problem Description The new edition of this classic book has been thoroughly revamped, but remains faithful to the principles that have established it as a favourite amongst students, teachers and software professionals round the world. "Simplicity"- that has been the hallmark of this book in not only its previous sixteen English editions, but also in the Hindi, Gujrati, Japanese, Korean, Chinese and US editions. This book doesn't assume any programming background. It begins with the basics and steadily builds the pace so that the reader finds it easy to handle advanced topics

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towards the end of the book. What will you learn C Instructions Decision Control Instruction, Loop Control Instruction, Case Control Instruction Functions, Pointers, Recursion Data Types, The C Preprocessor Arrays, Strings Structures, Console Input/Output, File Input/Output Who this book is for Students, Programmers, researchers, and software developers who wish to learn the basics of C++ programming language.

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Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, molded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and

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abroad. Yashavant's books are globally recognized and millions of students/professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "Distinguished Alumnus Award" by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made a significant contribution towards their profession and betterment of society in the last 50 years. His Linkedin profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255) 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.

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There is arguably no field in greater need of a comprehensive handbook than computer engineering. The unparalleled rate of technological advancement, the explosion of computer applications, and the now-in-progress migration to a wireless world have made it difficult for engineers to keep up with all the developments in specialties outside their own

Computer Fundamentals is specifically designed to be used at the beginner level. It covers all the basic hardware and software concepts in computers and its peripherals in a very lucid manner.

In distributed, open systems like cyberspace, where the behavior of autonomous agents is uncertain and can affect other agents' welfare, trust management is used to allow agents to determine what to expect about the behavior of other agents. The role of trust management is to maximize trust between the parties and thereby provide a basis for cooperation to develop. Bringing together expertise from technology-oriented sciences, law, philosophy, and social sciences, *Managing Trust in Cyberspace* addresses fundamental issues underpinning computational trust models and covers trust management processes for dynamic open systems and applications in a tutorial style that aids in understanding. Topics include trust in autonomic and self-organized networks, cloud computing, embedded computing, multi-agent systems, digital rights

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management, security and quality issues in trusting e-government service delivery, and context-aware e-commerce applications. The book also presents a walk-through of online identity management and examines using trust and argumentation in recommender systems. It concludes with a comprehensive survey of anti-forensics for network security and a review of password security and protection. Researchers and practitioners in fields such as distributed computing, Internet technologies, networked systems, information systems, human computer interaction, human behavior modeling, and intelligent informatics especially benefit from a discussion of future trust management research directions including pervasive and ubiquitous computing, wireless ad-hoc and sensor networks, cloud computing, social networks, e-services, P2P networks, near-field communications (NFC), electronic knowledge management, and nano-communication networks.

Computer Fundamentals
COMPUTER FUNDAMENTALS (SEMESTER - 1).
Foundations of Computing
Bpb Publications

This comprehensive reference text discusses the fundamental concepts of artificial intelligence and its applications in a single volume. Artificial Intelligence: Fundamentals and Applications presents a detailed discussion of basic aspects and ethics in the field of artificial intelligence and its applications in areas,

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including electronic devices and systems, consumer electronics, automobile engineering, manufacturing, robotics and automation, agriculture, banking, and predictive analysis. Aimed at senior undergraduate and graduate students in the field of electrical engineering, electronics engineering, manufacturing engineering, pharmacy, and healthcare, this text: Discusses advances in artificial intelligence and its applications. Presents the predictive analysis and data analysis using artificial intelligence. Covers the algorithms and pseudo-codes for different domains. Discusses the latest development of artificial intelligence in the field of practical speech recognition, machine translation, autonomous vehicles, and household robotics. Covers the applications of artificial intelligence in fields, including pharmacy and healthcare, electronic devices and systems, manufacturing, consumer electronics, and robotics.

Computer Fundamentals and Programming in C 2e is designed to serve as a textbook for students of engineering (BE/B Tech), computer applications (BCA/MCA), and computer science (B Sc) for an introductory core course on computers and programming in C.

This book is based on the premise that knowledge of Information Technology (IT) is essential today for people in every walk of life and all types of profession. It is designed to impart a unified body of knowledge and practice in IT to its readers.

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Readers can apply this knowledge in innovative ways for various strategic advantages such as increasing productivity, improving quality of products and services, problem solving, decision making, and improving their own and others living standards. The textbook takes a practical approach to introduce the various components of IT to its readers. While doing so, it demonstrates how IT is being used in modern enterprises by various departments to carry out their activities with greater ease, speed, and accuracy than before. It also introduces several new business models and practices made possible due to IT that enterprises are now using for better profitability. In the process, the book provides to its readers a sound foundation of various components and aspects of IT. It also introduces to its readers several latest concepts and technologies in IT such as Wearable computers, Green computing, Cloud computing, Speech recognition and voice response systems, 4G and 5G networks, Big data analytics, Data science, Web 3.0, IPv6, 3D printing, Enterprise 2.0 organization, etc.

This Thoughtfully Organized Book Has Been Designed To Provide Its Readers With A Sound Foundation Of Computers And Information Technology. The Number Of Chapters, Chapter Topics, And The Contents Of Each Chapter Have Been Carefully Chosen To Introduce The Readers To All Important Concepts Through A Single Book. Each Chapter Addresses The Fundamental Concepts,

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Popular Technologies, And Current State-Of-The-Art Topics. Complete With Numerous Illustrations And Examples, Chapter Summaries, End-Of-Chapter Questions, And A Glossary Of Important Terms, Foundations Of Computing Is Designed To Serve As An Ideal Textbook For Various Courses Offered In Computer Science, Information Technology, And Other Related Areas. You Will Find Sufficient Coverage Of All Major Topics In The Field, Including Several New And Advanced Topics, Such As: Software Engineering, Object-Oriented Programming, Network, Distributed, And Real-Time Operating Systems, Unix, Windows, And Linux Operating Systems, Relational, Object-Oriented, And Multimedia Databases, Data Warehousing And Data Mining, Information Security In Computer Systems, Multimedia Computing Systems And Applications, Wireless Networks, The Internet, And Many More &..

This book offers comprehensive coverage of all the core topics of bioinformatics, and includes practical examples completed using the MATLAB bioinformatics toolbox™. It is primarily intended as a textbook for engineering and computer science students attending advanced undergraduate and graduate courses in bioinformatics and computational biology. The book develops bioinformatics concepts from the ground up, starting with an introductory chapter on molecular biology and genetics. This chapter will enable physical science students to fully

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understand and appreciate the ultimate goals of applying the principles of information technology to challenges in biological data management, sequence analysis, and systems biology. The first part of the book also includes a survey of existing biological databases, tools that have become essential in today's biotechnology research. The second part of the book covers methodologies for retrieving biological information, including fundamental algorithms for sequence comparison, scoring, and determining evolutionary distance. The main focus of the third part is on modeling biological sequences and patterns as Markov chains. It presents key principles for analyzing and searching for sequences of significant motifs and biomarkers. The last part of the book, dedicated to systems biology, covers phylogenetic analysis and evolutionary tree computations, as well as gene expression analysis with microarrays. In brief, the book offers the ideal hands-on reference guide to the field of bioinformatics and computational biology. This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and

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ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines.

- Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly
- Covers basic number system and coding, basic knowledge in digital design, and components of a computer
- Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

This textbook introduces and explains basic chiropractic philosophy and history, principles, and applications in practice. In addition to covering chiropractic care techniques, it also discusses anatomy, biomechanics, and physiology, as well as spinal analysis and diagnostic procedures. Key scientific and philosophical issues within the chiropractic community are addressed. Clearly presented material in an easy-to-follow format defines unfamiliar terms, explains and illustrates concepts, and reinforces ideas through review and critical thinking questions. The book's broad scope and discussions of diverse topics make it ideal for students

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or anyone in the chiropractic community. Topics and content parallel the test plan outlines from the National Board of Chiropractic Examiners, ensuring that all material is relevant, up-to-date, and accurate. Well-known chapter contributors - some of the most respected and influential names in the field - give the book a balanced approach, reflecting the diversity within the profession on issues related to the science and philosophy of chiropractic. Well-referenced discussions include the most up-to-date research. Key terms and critical thinking/review questions in each chapter familiarize the reader with important concepts and promote a solid understanding of the material.

Distributed Operating Systems will provide engineers, educators, and researchers with an in-depth understanding of the full range of distributed operating systems components. Each chapter addresses de-facto standards, popular technologies, and design principles applicable to a wide variety of systems. Complete with chapter summaries, end-of-chapter exercises and bibliographies, Distributed Operating Systems concludes with a set of case studies that provide real-world insights into four distributed operating systems. The nineteenth edition of Modern Microeconomics continues to provide a detailed understanding of the foundations of microeconomics. While it provides a solid foundation for economic analysis, it also lucidly explains the mathematical

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derivations of various microeconomic concepts. This textbook would be extremely useful for the students of economics.

Though an individual can process a limitless amount of information, the human brain can only comprehend a small amount of data at a time. Using technology can improve the process and comprehension of information, but the technology must learn to behave more like a human brain to employ concepts like memory, learning, visualization ability, and decision making. *Emerging Trends and Applications in Cognitive Computing* is a fundamental scholarly source that provides empirical studies and theoretical analysis to show how learning methods can solve important application problems throughout various industries and explain how machine learning research is conducted. Including innovative research on topics such as deep neural networks, cyber-physical systems, and pattern recognition, this collection of research will benefit individuals such as IT professionals, academicians, students, researchers, and managers.

Discover How Electronic Health Records Are Built to Drive the Next Generation of Healthcare Delivery The increased role of IT in the healthcare sector has led to the coining of a new phrase "health informatics," which deals with the use of IT for better healthcare services. Health informatics applications often involve maintaining the health records of individuals, in digital form, which is referred to

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as an Electronic Health Record (EHR). Building and implementing an EHR infrastructure requires an understanding of healthcare standards, coding systems, and frameworks. This book provides an overview of different health informatics resources and artifacts that underlie the design and development of interoperable healthcare systems and applications. Electronic Health Record: Standards, Coding Systems, Frameworks, and Infrastructures compiles, for the first time, study and analysis results that EHR professionals previously had to gather from multiple sources. It benefits readers by giving them an understanding of what roles a particular healthcare standard, code, or framework plays in EHR design and overall IT-enabled healthcare services along with the issues involved. This book on Electronic Health Record: Offers the most comprehensive coverage of available EHR Standards including ISO, European Union Standards, and national initiatives by Sweden, the Netherlands, Canada, Australia, and many others Provides assessment of existing standards Includes a glossary of frequently used terms in the area of EHR Contains numerous diagrams and illustrations to facilitate comprehension Discusses security and reliability of data The present book provides fundamentals of Computer Graphics and its applications. It helps the reader to understand:" how computer hardware interacts with computer graphics;" how it draws various objects, namely, line, circle,

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parabola, hyperbola, etc.;" how realistic images are formed;" how we see pictures move; and" how different colors are generated from visible light." At every stage, detailed experiments with suitable figures are provided. More than 250 unsolved problems have been given at the end of chapters in the book. A large number of solved examples and programs in C are provided in the Appendices. New Features in this Edition:" Coverage of illumination models and shading models." More discussion of algorithms." Addition of solved exercises at the end of chapters." Inclusion of computer graphics related mathematics.

Fundamentals of Computing and Programming in C is designed to serve as a textbook for students of engineering and computer science. The book begins with an introduction to computer basics, explains number systems, computer software, the Internet and its applications, and algorithms, and then moves on to a detailed coverage of programming in C. Concepts such as compilers, linkers, loaders, data types, functions, arrays, strings, pointers, structures and unions, and file systems have been explained exhaustively. Finally, preprocessing and program development are discussed, highlighting the advantages of the powerful C preprocessor. Interspersed with numerous solved examples based on daily life, the theory is well supported by plenty of review questions and programming exercises at the end of each chapter. Written in a clear and lucid style, the book

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encourages self-study and motivates the student towards independent problem solving.

Primarily aimed to be an introductory text for the first course in surveying for civil, architecture and mining engineering students, this book, now in its second edition, is also suitable for various professional courses in surveying. Written in a simple and lucid language, this book at the outset, presents a thorough introduction to the subject. Different measurement errors with their types and nature are described along with measurement of horizontal distances and electronic distances measurements. This text covers in detail the topics in levelling, angles and directions and compass survey. The functions and uses of different instruments, such as theodolites, tacheometers and stadia rods are also covered in the text. Besides, the book elaborates different fields of surveying, such as plane table surveying, topographical surveying, construction surveying and underground surveys. Finally, the book includes a chapter on computer applications in surveying. **KEY FEATURES :** Includes about 400 figures to explain the fundamentals of surveying. Uses SI units throughout the book. Offers more than 170 fully-solved examples including the questions generated from premier universities. Provides a large number of problems and answers at the end of each chapter. Incorporates objective questions from AMIE exams and Indian Engineering Services exams.

The complete spectrum of computing fundamentals starting from abc of computer to

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internet usage has been well covered in simple and readers loving style, The language used in the book is lucid, is easy to understand, and facilitates easy grasping of concepts, The chapter have been logically arranged in sequence, The book is written in a reader-friendly manner both the students and the teachers, Most of the contents presented in the book are in the form of bullets, organized sequentially. This form of presentation, rather than in a paragraph form, facilitates the reader to view, understand and remember the points better, The explanation is supported by diagrams, pictures and images wherever required, Sufficient exercises have been included for practice in addition to the solved examples in every chapter related to C programming, Concepts of pointers, structures, Union and file management have been extensively detailed to help advance learners, Adequate exercises have been given at the end of the every chapter, Pedagogy followed for sequencing the contents on C programming supported by adequate programming examples is likely to help the reader to become proficient very soon, 200 problems on C programming & their solutions, 250 Additional descriptive questions on C programming.

Today, computer has become an integral part of our life. Some experts think that eventually, the person who does not know how to use a computer will be handicapped in performing his or her job. To become computer literate, you should not only know the use of computers, but also how and where they can be used. If you are taking a course to familiarize yourself with the world of computers, Computer Fundamentals serves as

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an interesting and informative guide in your journey to computer literacy.

"This book combines the fundamental methods, algorithms, and concepts of pervasive computing with current innovations and solutions to emerging challenges. It systemically covers such topics as network and application scalability, wireless network connectivity, adaptability and "context-aware" computing, information technology security and liability, and human-computer interaction"--Provided by publisher.

Kick start your journey into computing and prepare for your IC3 certification With this essential course book you'll be sending e-mails, surfing the web and understanding the basics of computing in no time. Written by Faithe Wempen, a Microsoft Office Master Instructor and author of more than 120 books, this complete guide to the basics has been tailored to provide comprehensive instruction on the full range of entry-level computing skills. It is a must for students looking to move into almost any profession, as entry-level computing courses have become a compulsory requirement in the modern world. This great resource brings readers up to speed on computing basics, and helps them achieve competency on a computer quickly and easily. The book covers everything from computer hardware and software to the underlying functionality of a computer, and helps readers gain the skills and knowledge they need to move forward in their careers, or to successfully prepare for the IC3 Exam. Learn about computer hardware, software and other basic functions Get a full introduction to Windows and Microsoft Office Create polished documents and presentations in Microsoft

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Excel, PowerPoint and Word 2010 Gain an understanding of web basics, connectivity, security and privacy Written especially for students and those interested in learning more about computing, the book includes bonus questions, PowerPoint slides and bonus tasks to help put new skills into practice immediately.

This book constitutes the refereed papers of the 2nd International Conference on Contemporary Computing, which was held in Noida (New Delhi), India, in August 2009. The 61 revised full papers presented were carefully reviewed and selected from 213 submissions and focus on topics that are of contemporary interest to computer and computational scientists and engineers. The papers are organized in topical sections on Algorithms, Applications, Bioinformatics, and Systems.

The internet of things (IoT) has drawn great attention from both academia and industry, since it offers a challenging notion of creating a world where all things around us are connected to the internet and communicate with each other with minimal human intervention. Another component for helping IoT to succeed is cloud computing. The combination of cloud computing and IoT will enable new monitoring services and powerful processing of sensory data streams. These applications, alongside implementation details and challenges, should also be explored for successful mainstream adoption. IoT is also fueled by the advancement of digital technologies, and the next generation era will be cloud-based IoT systems. Integration and Implementation of the Internet of Things Through Cloud Computing studies, analyzes,

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and presents cloud-based IoT-related technologies, protocols, and standards along with recent research and development in cloud-based IoT. It also presents recent emerging trends and technological advances of cloud-based IoT, innovative applications, and the challenges and implications for society. The chapters included take a strong look at the societal and social aspects of this technology along with its implementations and technological analyses. This book is intended for IT specialists, technologists, practitioners, researchers, academicians, and students who are interested in the next era of IoT through cloud computing.

The book 'Data Intensive Computing Applications for Big Data' discusses the technical concepts of big data, data intensive computing through machine learning, soft computing and parallel computing paradigms. It brings together researchers to report their latest results or progress in the development of the above mentioned areas. Since there are few books on this specific subject, the editors aim to provide a common platform for researchers working in this area to exhibit their novel findings. The book is intended as a reference work for advanced undergraduates and graduate students, as well as multidisciplinary, interdisciplinary and transdisciplinary research workers and scientists on the subjects of big data and cloud/parallel and distributed computing, and explains didactically many of the core concepts of these approaches for practical

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applications. It is organized into 24 chapters providing a comprehensive overview of big data analysis using parallel computing and addresses the complete data science workflow in the cloud, as well as dealing with privacy issues and the challenges faced in a data-intensive cloud computing environment. The book explores both fundamental and high-level concepts, and will serve as a manual for those in the industry, while also helping beginners to understand the basic and advanced aspects of big data and cloud computing.

Fundamentals of Biogeography presents an accessible, engaging and comprehensive introduction to biogeography, explaining the ecology, geography, history and conservation of animals and plants. Starting with an outline of how species arise, disperse, diversify and become extinct, the book examines: how environmental factors (climate, substrate, topography, and disturbance) influence animals and plants; investigates how populations grow, interact and survive; how communities form and change; and explores the connections between biogeography and conservation. The second edition has been extensively revised and expanded throughout to cover new topics and revisit themes from the first edition in more depth. Illustrated throughout with informative diagrams and attractive photos and including guides to further reading, chapter summaries and an extensive glossary of key terms, Fundamentals of Biogeography clearly

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explains key concepts in the history, geography and ecology of life systems. In doing so, it tackles some of the most topical and controversial environmental and ethical concerns including species over-exploitation, the impacts of global warming, habitat fragmentation, biodiversity loss and ecosystem restoration. Fundamentals of Computers has been specifically designed for anybody and everybody who wants to be familiar with basic concepts of computers. It is an ideal text for self-learning basic computer concepts (such as organization, architecture, input and output devices, primary and secondary memory) as well as advanced topics (such as operating systems, computer networks, and databases). The book also provides step-by-step tutorials to learn different MS Office applications such as Word, PowerPoint, and Excel. The book can be useful for a broad spectrum of students, varying from non-computers background students enrolled in elementary courses on Information Technology and Computer Sciences to students enrolled in professional courses such as BCA and MCA.

"The Biometric Computing: Recognition & Registration" presents introduction of biometrics along with detailed analysis for identification and recognition methods. This book forms the required platform for understanding biometric computing and its implementation for securing target system. It also provides the comprehensive

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analysis on algorithms, architectures and interdisciplinary connection of biometric computing along with detailed case-studies for newborns and resolution spaces. The strength of this book is its unique approach starting with how biometric computing works to research paradigms and gradually moves towards its advancement. This book is divided into three parts that comprises basic fundamentals and definitions, algorithms and methodologies, and futuristic research and case studies. Features: A clear view to the fundamentals of Biometric Computing Identification and recognition approach for different human characteristics Different methodologies and algorithms for human identification using biometrics traits such as face, Iris, fingerprint, palm print, voiceprint etc. Interdisciplinary connection of biometric computing with the fields like deep neural network, artificial intelligence, Internet of Biometric Things, low resolution face recognition etc. This book is an edited volume by prominent invited researchers and practitioners around the globe in the field of biometrics, describes the fundamental and recent advancement in biometric recognition and registration. This book is a perfect research handbook for young practitioners who are intending to carry out their research in the field of Biometric Computing and will be used by industry professionals, graduate and researcher students in the field of computer science and engineering.

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A clear and concise resource on Windows networking, perfect for IT beginners Did you know that nearly 85% of IT support roles require a good understanding of networking concepts? If you are looking to advance your IT career, you will need a foundational understanding of Windows networking. Network Fundamentals covers everything you need to know about network infrastructures, hardware, protocols, and services. You will learn everything you need to gain the highly in-demand Networking Fundamentals MTA Certification. This entry-level credential could be your first step into a rewarding, stable and lucrative IT career. This new Sybex guide covers the basics of networking starting from the “ground level,” so no previous IT knowledge is required. Each chapter features approachable discussion of the latest networking technologies and concepts, closing with a quiz so you can test your knowledge before moving to the next section. Even if you are brand new to computers, Network Fundamentals will guide you to confidence and mastery. Understand wired and wireless networks in every detail Learn everything you need to attain the Networking Fundamentals MTA Certification Test your knowledge with end-of-chapter quiz questions Understand internet protocol (IP) and categorize IPv4 addresses Work with networking services and area networks Define network infrastructures and network security, including intranets, extranets, and VPNs Beginning and established IT professionals

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looking to understand more about networking will gain the knowledge to create a network diagram and confidently explain basic networking concepts. Thanks to the features in this book, you will be able to apply your new networking skills in real world situations and feel confident when taking the certification test.

The end of dramatic exponential growth in single-processor performance marks the end of the dominance of the single microprocessor in computing. The era of sequential computing must give way to a new era in which parallelism is at the forefront. Although important scientific and engineering challenges lie ahead, this is an opportune time for innovation in programming systems and computing architectures. We have already begun to see diversity in computer designs to optimize for such considerations as power and throughput. The next generation of discoveries is likely to require advances at both the hardware and software levels of computing systems. There is no guarantee that we can make parallel computing as common and easy to use as yesterday's sequential single-processor computer systems, but unless we aggressively pursue efforts suggested by the recommendations in this book, it will be "game over" for growth in computing performance. If parallel programming and related software efforts fail to become widespread, the development of exciting new applications that drive the computer industry will stall; if such innovation stalls, many other parts of

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the economy will follow suit. The Future of Computing Performance describes the factors that have led to the future limitations on growth for single processors that are based on complementary metal oxide semiconductor (CMOS) technology. It explores challenges inherent in parallel computing and architecture, including ever-increasing power consumption and the escalated requirements for heat dissipation. The book delineates a research, practice, and education agenda to help overcome these challenges. The Future of Computing Performance will guide researchers, manufacturers, and information technology professionals in the right direction for sustainable growth in computer performance, so that we may all enjoy the next level of benefits to society.

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