

Rnsit Oomd Notes

Information Technology Auditing
Computer System Architecture
The Web Warrior
Guide to Web Programming
Peeling Design Patterns
Fundamentals of Web
Development
Learning PHP, MySQL, JavaScript, and CSS
Core Java for Beginners, 3rd
Edition
Murach's Html5 and Css3
The Elements of Statistical Learning
Sequential
Machines and Automata Theory
The Unified Modeling Language User
Guide
Computer Organization
Object-Oriented Systems Analysis And Design Using
Uml
Management and Entrepreneurship
UML 2 Toolkit
Cloud
Computing
INTRODUCTION TO DATA MINING WITH CASE STUDIES
Object-Oriented
Design with UML and Java
Pro C# with .NET 3.0, Special Edition
Information
Security
Programming in C#: A Primer
Computer Vision: A Modern
Approach
J2EE
Practical Object-Oriented Design With Uml
Fundamentals of Object-
oriented Design in UML
File Structures : An Object-Oriented Approach with C++,
3/e
Programming With World Wide Web, 4/E
Enterprise Java Microservices
JavaScript
& jQuery: The Missing Manual
Advanced Computer Architecture
Object-Oriented
Analysis and Design
Entrepreneurial Development
The J2EE Tutorial
Principles of
Management
Computer Architecture
Professional JavaScript for Web
Developers
APPLYING UML & PATTERNS 3RD EDITION
Entrepreneurship
Development and Small Business Enterprises:
Programming In C#
C# 4.0 The
Complete Reference

Information Technology Auditing

Computer System Architecture

Get comprehensive coverage of J2EE in this all-inclusive resource. Organized by component type, this is the most complete guide on the market and addresses J2EE's massive collection of APIs. Fully up-to-date and containing J2EE best practices -- plus coverage of Java databases, Java interconnectivity, and Web services, this is ideal for every developer working with J2EE.

The Web Warrior Guide to Web Programming

Until now, my websites looked great but have been coded with what seems like 'duct-tape and bubble-gum' methods, just for appearances and not for professionalism nor compliance. This book taught me all [that is] possible with simple HTML5 and CSS3 coding What a game changer! That's what one web designer posted about the previous edition of Murach's HTML5 and CSS3. Now, this 3rd Edition adds professional coverage of Responsive Web Design -- a must for all web developers -- while it updates and improves all the content in the previous edition. So whether you are a web designer, a JavaScript programmer, a server-side programmer, or a rookie, this book delivers the HTML/CSS coding skills you need today. It begins with an 8-chapter hands-on course that teaches you HTML5 and CSS3 from scratch, showing you how you cant use one without the other nowadays. This Quick-start course ends with a chapter that teaches you how to use Responsive Web Design (RWD) so your pages will look good and work right on any screen, from phone to tablet to desktop and beyond. In fact, youll learn more about

RWD in this one chapter than you can in many full books on the subject! After that, you can go on to any other chapter in the book to learn new skills whenever you need them. For example, you can learn how to enhance a site with audio and video clips, forms with HTML5 data validation, or CSS3 transitions and animations. You can see how to use JavaScript and jQuery to add features like accordions, tabs, and slide shows to a page, or to create a mobile site when a responsive site is impractical. You can learn the principles of web design, as well as how to deploy your finished sites. And no matter what, you can use the book as a time-saving reference whenever you have a question about HTML and CSS.

Peeling Design Patterns

Fundamentals of Web Development

Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It includes two case studies dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to prepare and edit various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a valuable resource for undergraduate students taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. * Integrates design and implementation, using Java and UML * Includes case studies and exercises * Bridges the gap between programming texts and high level analysis books on design

Learning PHP, MySQL, JavaScript, and CSS

The Definitive Guide to C# “From using LINQ to covariance and from string formatting to optional arguments, Herb’s update covers all you need to know about using real-world C# 4.0.” —Michael Howard, Microsoft Corporation Bestselling author Herb Schildt has updated and expanded his classic programming reference to cover C# 4.0--the latest release of this powerful, feature-rich language. Using carefully crafted explanations, insider tips, and hundreds of examples, C# 4.0: The Complete Reference offers in-depth details on all aspects of C#, including keywords, syntax, and core libraries. New C# 4.0 features, such as named and optional arguments, the dynamic type, expanded covariance and contravariance capabilities, and support for parallel programming with the Task Parallel Library (TPL) and PLINQ are also discussed. Perfect for beginners and professional C#

programmers alike, this expert resource is written in the clear, crisp, uncompromising style that has made Herb the choice of millions worldwide. Begin mastering C# 4.0 today with help from this authoritative volume! Coverage includes: Data types and operators Control statements Classes and objects Constructors, destructors, and methods Interfaces, arrays, enumerations, and structures Method and operator overloading Inheritance and virtual methods Reflection and runtime type ID Exception handling Delegates, properties, events, and indexers Attributes Multithreading and the Task Parallel Library Generics LINQ and PLINQ Lambda expressions Anonymous types Extension methods Named and optional arguments Implicitly typed variables I/O, networking, and collections The preprocessor and much, much more

Core Java for Beginners, 3rd Edition

This book provides readers with a complete A-Z for using C# with the .NET 2.0 Platform and the .NET 3.0 extensions. It contains new chapters digging deeply into the interactions between the existing framework and the new extensions to give readers the edge when they come to evaluation and implement .NET 3.0 for the first time. To provide even more support, the book includes a bonus CD that provides over five hundred pages of carefully selected additional content to help broaden a reader's understanding of both .NET 2.0 and .NET 3.0.

Murach's Html5 and Css3

Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

The Elements of Statistical Learning

Provide today's learners with a solid understanding of how to audit accounting information systems with the innovative INFORMATION TECHNOLOGY AUDITING, 4E. New and expanded coverage of enterprise systems and fraud and fraud detection topics, such as continuous online auditing, help learners focus on the key topics they need for future success. Readers gain a strong background in traditional auditing, as well as a complete understanding of auditing today's

accounting information systems in the contemporary business world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Sequential Machines and Automata Theory

Gain the skills to effectively plan software applications and systems using the latest version of UML. UML 2 represents a significant update to the UML specification, from providing more robust mechanisms for modeling workflow and actions to making the modeling language more executable. Now in its second edition, this bestselling book provides you with all the tools you'll need for effective modeling with UML 2. The authors get you up to speed by presenting an overview of UML and its main features. You'll then learn how to apply UML to produce effective diagrams as you progress through more advanced topics such as use-case diagrams, classes and their relationships, dynamic diagrams, system architecture, and extending UML. The authors take you through the process of modeling with UML so that you can successfully deliver a software product or information management system. With the help of numerous examples and an extensive case study, this book teaches you how to:

- * Organize, describe, assess, test, and realize use cases
- * Gain substantial information about a system by using classes
- * Utilize activity diagrams, state machines, and interaction diagrams to handle common issues
- * Extend UML features for specific environment or domains
- * Use UML as part of a Model Driven Architecture initiative
- * Apply an effective process for using UML

The CD-ROM contains all of the UML models and Java™ code for a complete application, Java™ 2 Platform, Standard Edition, Version 1.4.1, and links to the Web sites for vendors of UML 2 tools.

The Unified Modeling Language User Guide

Cloud Computing: Theory and Practice provides students and IT professionals with an in-depth analysis of the cloud from the ground up. Beginning with a discussion of parallel computing and architectures and distributed systems, the book turns to contemporary cloud infrastructures, how they are being deployed at leading companies such as Amazon, Google and Apple, and how they can be applied in fields such as healthcare, banking and science. The volume also examines how to successfully deploy a cloud application across the enterprise using virtualization, resource management and the right amount of networking support, including content delivery networks and storage area networks. Developers will find a complete introduction to application development provided on a variety of platforms. Learn about recent trends in cloud computing in critical areas such as: resource management, security, energy consumption, ethics, and complex systems. Get a detailed hands-on set of practical recipes that help simplify the deployment of a cloud based system for practical use of computing clouds along with an in-depth discussion of several projects. Understand the evolution of cloud computing and why the cloud computing paradigm has a better chance to succeed than previous efforts in large-scale distributed computing.

Computer Organization

Object-Oriented Systems Analysis And Design Using Uml

Management and Entrepreneurship

UML 2 Toolkit

Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

Cloud Computing

Provides information on creating interactive Web sites using a combination of PHP, MySQL, JavaScript, and CSS.

INTRODUCTION TO DATA MINING WITH CASE STUDIES

This overview of the programming languages and tools used to develop dynamic, data-driven, interactive applications is designed for the beginning programmer. It covers the most powerful, useful programming languages and tools clearly and completely.

Object-Oriented Design with UML and Java

Your expert guide to information security As businesses and consumers become more dependent on complex multinational information systems, the need to understand and devise sound information security systems has never been greater. This title takes a practical approach to information security by focusing on real-world examples. While not sidestepping the theory, the emphasis is on developing the skills and knowledge that security and information technology students and professionals need to face their challenges. The book is organized around four major themes: * Cryptography: classic cryptosystems, symmetric key cryptography, public key cryptography, hash functions, random numbers, information hiding, and cryptanalysis * Access control: authentication and authorization, password-based security, ACLs and capabilities, multilevel and multilateral security, covert channels and inference control, BLP and Biba's models, firewalls, and intrusion detection systems * Protocols: simple authentication

protocols, session keys, perfectforward secrecy, timestamps, SSL, IPSec, Kerberos, and GSM * Software: flaws and malware, buffer overflows, viruses and worms, software reverse engineering, digital rights management, securesoftware development, and operating systems security Additional features include numerous figures and tables to illustrate and clarify complex topics, as well as problems ranging from basic to challenging to help readers apply their newly developed skills. A solutions manual and a set of classroom-tested PowerPoint(r) slides will assist instructors in their course development. Students and professors in information technology, computer science, and engineering, and professionals working in the field will find this reference most useful to solve their information security issues. An Instructor's Manual presenting detailed solutions to all the problems in the book is available from the Wiley editorial department. An Instructor Support FTP site is also available.

Pro C# with .NET 3.0, Special Edition

Information Security

Summary Enterprise Java Microservices is an example-rich tutorial that shows how to design and manage large-scale Java applications as a collection of microservices. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Large applications are easier to develop and maintain when you build them from small, simple components. Java developers now enjoy a wide range of tools that support microservices application development, including right-sized app servers, open source frameworks, and well-defined patterns. Best of all, you can build microservices applications using your existing Java skills. About the Book Enterprise Java Microservices teaches you to design and build JVM-based microservices applications. You'll start by learning how microservices designs compare to traditional Java EE applications. Always practical, author Ken Finnigan introduces big-picture concepts along with the tools and techniques you'll need to implement them. You'll discover ecosystem components like Netflix Hystrix for fault tolerance and master the Just enough Application Server (JeAS) approach. To ensure smooth operations, you'll also examine monitoring, security, testing, and deploying to the cloud. What's inside The microservices mental model Cloud-native development Strategies for fault tolerance and monitoring Securing your finished applications About the Reader This book is for Java developers familiar with Java EE. About the Author Ken Finnigan leads the Thorntail project at Red Hat, which seeks to make developing microservices for the cloud with Java and Java EE as easy as possible. Table of Contents PART 1 MICROSERVICES BASICS Enterprise Java microservices Developing a simple RESTful microservice Just enough Application Server for microservices Microservices testing Cloud native development PART 2 - IMPLEMENTING ENTERPRISE JAVA MICROSERVICES Consuming microservices Discovering microservices for consumption Strategies for fault tolerance and monitoring Securing a microservice Architecting a microservice hybrid Data streaming with Apache Kafka

Programming in C#: A Primer

Computer Vision: A Modern Approach

During the past decade there has been an explosion in computation and information technology. With it have come vast amounts of data in a variety of fields such as medicine, biology, finance, and marketing. The challenge of understanding these data has led to the development of new tools in the field of statistics, and spawned new areas such as data mining, machine learning, and bioinformatics. Many of these tools have common underpinnings but are often expressed with different terminology. This book describes the important ideas in these areas in a common conceptual framework. While the approach is statistical, the emphasis is on concepts rather than mathematics. Many examples are given, with a liberal use of color graphics. It should be a valuable resource for statisticians and anyone interested in data mining in science or industry. The book's coverage is broad, from supervised learning (prediction) to unsupervised learning. The many topics include neural networks, support vector machines, classification trees and boosting---the first comprehensive treatment of this topic in any book. This major new edition features many topics not covered in the original, including graphical models, random forests, ensemble methods, least angle regression & path algorithms for the lasso, non-negative matrix factorization, and spectral clustering. There is also a chapter on methods for "wide" data (p bigger than n), including multiple testing and false discovery rates. Trevor Hastie, Robert Tibshirani, and Jerome Friedman are professors of statistics at Stanford University. They are prominent researchers in this area: Hastie and Tibshirani developed generalized additive models and wrote a popular book of that title. Hastie co-developed much of the statistical modeling software and environment in R/S-PLUS and invented principal curves and surfaces. Tibshirani proposed the lasso and is co-author of the very successful *An Introduction to the Bootstrap*. Friedman is the co-inventor of many data-mining tools including CART, MARS, projection pursuit and gradient boosting.

J2EE

This best-selling title, considered for over a decade to be essential reading for every serious student and practitioner of computer design, has been updated throughout to address the most important trends facing computer designers today. In this edition, the authors bring their trademark method of quantitative analysis not only to high performance desktop machine design, but also to the design of embedded and server systems. They have illustrated their principles with designs from all three of these domains, including examples from consumer electronics, multimedia and web technologies, and high performance computing. The book retains its highly rated features: Fallacies and Pitfalls, which share the hard-won lessons of real designers; Historical Perspectives, which provide a deeper look at computer design history; Putting it all Together, which present a design example that illustrates the principles of the chapter; Worked Examples, which challenge the reader to apply the concepts, theories and methods in smaller scale problems; and Cross-Cutting Issues, which show how the ideas covered in one chapter interact with those presented in others. In addition, a new feature, Another View, presents brief design examples in one of the three domains other than the one chosen for Putting It All Together. The authors present a new organization of the

material as well, reducing the overlap with their other text, Computer Organization and Design: A Hardware/Software Approach 2/e, and offering more in-depth treatment of advanced topics in multithreading, instruction level parallelism, VLIW architectures, memory hierarchies, storage devices and network technologies. Also new to this edition, is the adoption of the MIPS 64 as the instruction set architecture. In addition to several online appendixes, two new appendixes will be printed in the book: one contains a complete review of the basic concepts of pipelining, the other provides solutions a selection of the exercises. Both will be invaluable to the student or professional learning on her own or in the classroom. Hennessy and Patterson continue to focus on fundamental techniques for designing real machines and for maximizing their cost/performance. * Presents state-of-the-art design examples including: * IA-64 architecture and its first implementation, the Itanium * Pipeline designs for Pentium III and Pentium IV * The cluster that runs the Google search engine * EMC storage systems and their performance * Sony Playstation 2 * Infiniband, a new storage area and system area network * SunFire 6800 multiprocessor server and its processor the UltraSPARC III * Trimedia TM32 media processor and the Transmeta Crusoe processor * Examines quantitative performance analysis in the commercial server market and the embedded market, as well as the traditional desktop market. Updates all the examples and figures with the most recent benchmarks, such as SPEC 2000. * Expands coverage of instruction sets to include descriptions of digital signal processors, media processors, and multimedia extensions to desktop processors. * Analyzes capacity, cost, and performance of disks over two decades. Surveys the role of clusters in scientific computing and commercial computing. * Presents a survey, taxonomy, and the benchmarks of errors and failures in computer systems. * Presents detailed descriptions of the design of storage systems and of clusters. * Surveys memory hierarchies in modern microprocessors and the key parameters of modern disks. * Presents a glossary of networking terms.

Practical Object-Oriented Design With Uml

Fundamentals of Object-oriented Design in UML

Management and Entrepreneurship provides a complete overview of managerial decision-making responsibilities and the role played by entrepreneurship in developing an organization. Starting with the definition of management, the various facets of managerial roles and a broad account of the history of development of management thought, the book provides in-depth discussions on the nature, importance, and purpose of planning. It elaborates further on the importance of organizing and staffing, and directing and controlling. The discussion moves on to introduce the concept of entrepreneurship as a business development tool. Special emphasis is placed on entrepreneurship in the Indian environment with detailed discussions on the development of small-scale industry, the role of institutional support, and the importance of preparation of projects for entrepreneurial ventures. The book lays emphasis on simplified definitions and point-wise presentation of theoretical concepts. By adopting an application-oriented approach, it also provides numerous real-life examples, vivid illustrations, and inspirational case studies which play the dual role of explaining concepts as well as instilling entrepreneurial zeal in students.

File Structures : An Object-Oriented Approach with C++, 3/e

For nearly ten years, the Unified Modeling Language (UML) has been the industry standard for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system. As the de facto standard modeling language, the UML facilitates communication and reduces confusion among project stakeholders. The recent standardization of UML 2.0 has further extended the language's scope and viability. Its inherent expressiveness allows users to model everything from enterprise information systems and distributed Web-based applications to real-time embedded systems. In this eagerly anticipated revision of the best-selling and definitive guide to the use of the UML, the creators of the language provide a tutorial to its core aspects in a two-color format designed to facilitate learning. Starting with an overview of the UML, the book explains the language gradually by introducing a few concepts and notations in each chapter. It also illustrates the application of the UML to complex modeling problems across a variety of application domains. The in-depth coverage and example-driven approach that made the first edition of The Unified Modeling Language User Guide an indispensable resource remain unchanged. However, content has been thoroughly updated to reflect changes to notation and usage required by UML 2.0. Highlights include: A new chapter on components and internal structure, including significant new capabilities for building encapsulated designs New details and updated coverage of provided and required interfaces, collaborations, and UML profiles Additions and changes to discussions of sequence diagrams, activity diagrams, and more Coverage of many other changes introduced by the UML 2.0 specification With this essential guide, you will quickly get up to speed on the latest features of the industry standard modeling language and be able to apply them to your next software project.

Programming With World Wide Web, 4/E

Written by the most well known face of India's IT literacy movement, this book is designed for the first course in C# taken by undergraduate students in Computers and Information Technology. The revised edition maintains the lucid flow and continuity which has been the strength of the book.

Enterprise Java Microservices

Fundamentals of Web Development covers the broad range of topics required for modern web development (both client- and server-side) and is appropriate for students who have taken a CS1 course sequence. The book guides students through the creation of enterprise-quality websites using current development frameworks, its comprehensive coverage of a modern internet development platform includes HTML5, CSS3, Javascript, and the LAMP stack (that is, Linux, Apache, MySQL, and PHP). Other important technologies covered include jQuery, XML, WordPress, Bootstrap, and a variety of third-party APIs that include Facebook, Twitter, and Google and Bing Maps. Coverage also includes the required ACM web development topics in a modern manner closely aligned with best practices in the real world of web development. Teaching and Learning Experience Help students master the fundamentals of web development: A true grasp of web development

requires an understanding of both the foundations of the web and current web development practices. Support learning outcomes in various teaching scenarios: This book allows instructors to chart their own unique way through the topics that make up contemporary web development.

JavaScript & jQuery: The Missing Manual

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

Advanced Computer Architecture

Authored by most trusted name in the area, this text acts like a "Primer", moving step by step starting from fundamentals to core concepts in much desired logical flow and hence renders conceptual clarity along with simplicity. The book has a comprehensive coverage of foundational concepts of e# Programming, in the light of object orientation, which are explained in simple language and supported with good examples & programming exercises. Salient Features - Latest version of CLRS.0 included - In-depth coverage of topics like Winforms, Operator Overloading, Multithreading and Polymorphism - Uses validated html coding (part of web 2.0) in the examples Three new projects: • Data leakage detection • SMS System ASP. net • SMTP/POP3 mail server Enhanced Pedagogical Features: • Example programs: 122 • Case-studies (solved): 20 • Review Questions: 357 • Programming Exercises: 159 • Debugging exercises: 45

Object-Oriented Analysis and Design

"Peeling Design Patterns: For Beginners and Interviews" by Narasimha Karumanchi and Prof. Sreenivasa Rao Meda is a book that presents design patterns in simple and straightforward manner with a clear-cut explanation. This book will provide an introduction to the basics and covers many real-time design interview questions. It comes handy as an interview and exam guide for computer scientists. Salient Features of Book: Readers without any background in software design will be able to understand it easily and completely. Presents the concepts of design patterns in simple and straightforward manner with a clear-cut explanation. After reading the book, readers will be in a position to come up with better designs than before and participate in design discussions which happen in their daily office work. The book provides enough real-time examples so that readers get better understanding of the design patterns and also useful for the interviews. We mean, the book covers design interview questions. Table of Contents: Introduction UML Basics Design Patterns Introduction Creational Patterns Structural Patterns Behavioral Patterns Glossary and Tips Design Interview Questions Miscellaneous Concepts

Entrepreneurial Development

The J2EE Tutorial

The process of liberalization and economic reforms since 1991 besides creating tremendous opportunities for the growth of entrepreneurship and SSIs has also thrown up new challenges of building competitive strengths, introducing technology up-gradation and quality improvement, and increasing productivity. Entrepreneurship Development and Small Business Enterprises examines these issues and offers valuable insight to students of this subject. It successfully reduces the gap between practical industry experiences and theoretical institutional studies by giving real and practical examples.

Principles of Management

Computer Architecture

Appropriate for upper-division undergraduate- and graduate-level courses in computer vision found in departments of Computer Science, Computer Engineering and Electrical Engineering. This textbook provides the most complete treatment of modern computer vision methods by two of the leading authorities in the field. This accessible presentation gives both a general view of the entire computer vision enterprise and also offers sufficient detail for students to be able to build useful applications. Students will learn techniques that have proven to be useful by first-hand experience and a wide range of mathematical methods.

Professional JavaScript for Web Developers

Fundamentals of Object-Oriented Design in UML shows aspiring and experienced programmers alike how to apply design concepts, the UML, and the best practices in OO development to improve both their code and their success rates with object-based projects.

APPLYING UML & PATTERNS 3RD EDITION

The field of data mining provides techniques for automated discovery of valuable information from the accumulated data of computerized operations of enterprises. This book offers a clear and comprehensive introduction to both data mining theory and practice. It is written primarily as a textbook for the students of computer science, management, computer applications, and information technology. The book ensures that the students learn the major data mining techniques even if they do not have a strong mathematical background. The techniques include data pre-processing, association rule mining, supervised classification, cluster analysis, web data mining, search engine query mining, data warehousing and OLAP. To enhance the understanding of the concepts introduced, and to show how the techniques described in the book are used in practice, each chapter is followed by one or two case studies that have been published in scholarly journals. Most case studies deal with real business problems (for example, marketing, e-commerce, CRM). Studying the case studies provides the reader with a greater insight into the data mining techniques. The book also provides many examples, review questions, multiple choice questions, chapter-end exercises and a good list of references and Web resources especially those which

are easy to understand and useful for students. A number of class projects have also been included.

Entrepreneurship Development and Small Business Enterprises:

Provides example programs and their source code to explore concepts and technologies including Enterprise JavaBeans, JavaServer Pages, Java Message Service, and Java Naming and Directory Interface.

Programming In C#

Core Java for Beginners has been written keeping in mind the requirements of B.Tech and MCA students. The book introduces the core concepts of Java, along with the knowledge of fundamentals required for developing programs. Starting from the basic concepts of object-oriented programming languages, the book covers an entire range of topics, including advanced topics like RMI, JDBC, and so on. The text is replete with several examples to facilitate better understanding of the intricacies of the programming language. KEY FEATURES • Incorporates features of Java 2 and J2SE • Discusses exception handling in depth • Discusses garbage collection • Introduces new pedagogical feature 'Remember', which recapitulates the key points discussed and also clarifies finer programming and conceptual points • Presents around 350 tested programs with outputs and reinforces the learning through exercises

C# 4.0 The Complete Reference

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)