

## Ptu Bca 2nd Sem Question Paper

Iterative Methods for Linear and Nonlinear Equations  
Textbook of Human Histology  
Web Technologies  
Basic And Applied Thermodynamics 2/E  
Beginning Visual C++ 6  
Pharmaceutical Biology  
Object-oriented Programming with Java  
Systems Programming and Operating Systems  
A Short Course in Discrete Mathematics  
A Foundation Course in Human Values and Professional Ethics  
English in Mind Level 1B Combo with Audio CD/CD-ROM  
Disaster Management Handbook  
Web Technology & Design  
Operating Systems  
Discrete Mathematics for Computer Scientists  
Advanced Engineering Mathematics  
COMPUTER NETWORKS  
C# Programming ::  
COMPUTER ORIENTED NUMERICAL METHODS  
Software Testing and Quality Assurance  
Internet-of-Things (IoT) Systems  
Programming in C  
Let Us C  
Introduction to Graph Theory  
Data Structures Through C  
Textbook on Professional Ethics and Human Values  
Applied Combinatorics with Problem Solving  
A Textbook of Practical Physiology  
Introduction To Computers (Sie)  
The Theory and Practice of Compiler Writing  
Software Engineering  
Organic Spectroscopy  
C Programming Language  
Computer Graphics  
Introduction to Computer Graphics  
Computer Fundamentals  
A Textbook of Engineering Mathematics (PTU, Jalandhar) Sem-II  
Engineering Thermodynamics  
INTRODUCTION TO INFORMATION TECHNOLOGY  
Elements of Mechanical Engineering (PTU)

## **Iterative Methods for Linear and Nonlinear Equations**

Unlike Many Engineering Mathematics Books, The New Edition Of This Comprehensive Applications-Oriented Book Uses Computer Programs In Almost Every Chapter To Demonstrate The Mathematical Concepts Under Discussion. Designed For Engineering Students As Well As Practicing Engineers And Scientists, The Book Has Hundreds Of Examples With In-Text Solutions. In Terms Of Content, It Covers The Entire Sequence Of Mathematical Topics Needed By The Majority Of University Programs, Including ODE, PDE, Complex Variables, Probability/Statistics, And Numerical Methods. The Authors Demonstrate How The Mathematical Concepts Will Be Used In Practical Applications Such As Fractals, Robotics, Circuits, Membrane Simulation, Collision Detection, Ray Tracing, Signal Processing, And More. A CD-ROM With The Source Code For The In-Text Computer Programs (Written In C) Includes Calculation Routines And Simulations.

## **Textbook of Human Histology**

This ebook is the first authorized digital version of Kernighan and Ritchie's 1988 classic, *The C Programming Language* (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has

influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer's digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help."

### **Web Technologies**

### **Basic And Applied Thermodynamics 2/E**

### **Beginning Visual C++ 6**

### **Pharmaceutical Biology**

Record breaking hurricane seasons, tornados, tsunamis, earthquakes, and

intentional acts of mass-casualty violence, give lie to the delusion that disasters are the anomaly and not the norm. Disaster management is rooted in the fundamental belief that we can protect ourselves. Even if we cannot control all the causes, we can prepare and respond. We

### **Object-oriented Programming with Java**

What sort of mathematics do I need for computer science? In response to this frequently asked question, a pair of professors at the University of California at San Diego created this text. Its sources are two of the university's most basic courses: Discrete Mathematics, and Mathematics for Algorithm and System Analysis. Intended for use by sophomores in the first of a two-quarter sequence, the text assumes some familiarity with calculus. Topics include Boolean functions and computer arithmetic; logic; number theory and cryptography; sets and functions; equivalence and order; and induction, sequences, and series. Multiple choice questions for review appear throughout the text. Original 2005 edition. Notation Index. Subject Index.

### **Systems Programming and Operating Systems**

Considered to be one of the best-selling programming books ever written, the

eighth edition has now been edited, revised, and updated. A CD-ROM with demos, code, compiler, executables, and MATLAB examples has been added to the book. Simplicity and an easy narration style are the hallmarks of the book, which have made its previous seven editions immensely successful. Today's C programmer (still the language of choice in science, engineering, game programming and for handheld devices) has to master the complexities of the language and contend with its usage in environments like Windows, Linux, and for the Internet. Let Us C, Eighth Edition covers these three aspects of C programming and doesn't assume any programming background. It begins with the basics and steadily builds the pace, so the reader finds it easy to handle more complicated topics later. This popular author has crafted hundreds of excellent programming examples and exercises for every aspect of C programming.

### **A Short Course in Discrete Mathematics**

### **A Foundation Course in Human Values and Professional Ethics**

This book gives a good start and complete introduction for C# Programming for Beginner's. While reading this book it is fun and easy to read it. This book is best suitable for first time C# readers, Covers all fast track topics of C# for all Computer

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Science students and Professionals. This book is targeted toward those who have little or no programming experience or who might be picking up C# as a second language. The book has been structured and written with a purpose: to get you productive as quickly as possible. I've used my experiences in writing applications with C# and teaching C# to create a book that I hope cuts through the fluff and teaches you what you need to know. All too often, authors fall into the trap of focusing on the technology rather than on the practical application of the technology. I've worked hard to keep this book focused on teaching you practical skills that you can apply immediately toward a development project. This book is divided into ten Chapters, each of which focuses on a different aspect of developing applications with C#. These parts generally follow the flow of tasks you'll perform as you begin creating your own programs with C#. I recommend that you read them in the order in which they appear. Using C#, this book develops the concepts and theory of Building the Program Logic and Interfaces analysis, Exceptions, Delegates and Events and other important things in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Thinking In C# Programming is a solution bank for various complex problems related to C# and .NET. It can be used as a reference manual by Computer Science Engineering students. This Book also covers all aspects of B.TECH CS, IT, and BCA and MCA, BSC IT. Preview introduced

programmers to a new era called functional programming. C# focused on bridging the gap between programming languages and databases. This book covers all the language features from the first version through C# . It also provides you with the essentials of using Visual Studio 2005 to let you enjoy its capabilities and save you time by using features such as IntelliSense. Learning a new programming language can be intimidating. If you've never programmed before, the act of typing seemingly cryptic text to produce sleek and powerful applications probably seems like a black art, and you might wonder how you'll ever learn everything you need to know. The answer is, of course, one step at a time. The first step to learning a language is the same as that of any other activity: building confidence.

Programming is part art and part science. Although it might seem like magic, it's more akin to illusion: After you know how things work a lot of the mysticism goes away, freeing you to focus on the mechanics necessary to produce any given desired result. Chapter 1 (Introduction To C# AND .NET) Chapter 2 (Your First Go at C# Programming) Chapter 3 (C# Data Types)' Chapter 4 (Building the Program Logic) Chapter 5 (Using Classes) Chapter 6 (Function Members) Chapter 7 (Structs, Enums, and Attributes) Chapter 8 (Interfaces) Chapter 9 (Exceptions) Chapter 10 (Delegates and Events)

### **English in Mind Level 1B Combo with Audio CD/CD-ROM**

The English in Mind Combos offer flexibility in a contemporary English course for

teenagers. Each Combo contains eight Student's Book units with the corresponding Workbook material grouped into two modules, and offers approximately 40 to 45 hours of classwork. Clear learning objectives at the beginning of each module, plus 'Check your Progress' sections at the end, help students and teachers plan learning more effectively. There are free Audio CDs/CD-ROMs combining an interactive CD-ROM and audio material. The English in Mind Combos can be used with mixed-ability classes. Combo Starter A is for complete beginners. Combos 1A and 1B are for elementary students; 1A contains a 16-page starter section to review key language. Combos Levels 2A, 2B, 3A and 3B take students from pre-intermediate to intermediate level.

### **Disaster Management Handbook**

This book is a concise and lucid introduction to computer oriented numerical methods with well-chosen graphical illustrations that give an insight into the mechanism of various methods. The book develops computational algorithms for solving non-linear algebraic equation, sets of linear equations, curve-fitting, integration, differentiation, and solving ordinary differential equations.

**OUTSTANDING FEATURES**

- Elementary presentation of numerical methods using computers for solving a variety of problems for students who have only basic level knowledge of mathematics.
- Geometrical illustrations used to explain how numerical algorithms are evolved.
- Emphasis on implementation of numerical

algorithm on computers. • Detailed discussion of IEEE standard for representing floating point numbers. • Algorithms derived and presented using a simple English based structured language. • Truncation and rounding errors in numerical calculations explained. • Each chapter starts with learning goals and all methods illustrated with numerical examples. • Appendix gives pointers to open source libraries for numerical computation.

### **Web Technology & Design**

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.

### **Operating Systems**

### **Discrete Mathematics for Computer Scientists**

### **Advanced Engineering Mathematics**

### **COMPUTER NETWORKS**

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

### **C# Programming ::**

Compiler Writing Techniques Are Explained Through a Discussion of Notation

Design, Scanners, Code Optimization & More

### **COMPUTER ORIENTED NUMERICAL METHODS**

#### **Software Testing and Quality Assurance**

Visual C++ 6 is the latest incarnation of Microsoft's premier development product for C++ developers. It contains the latest version of the MFC ( Microsoft Foundation Classes ) which has virtually become the Industry-wide library used to write Windows programs. Visual C++ 6 also contains the Active Template Library 3.0 ( ATL ), which is a framework and collection of Wizards for writing ActiveX & COM controls. This book is a tutorial in use of all the major functions of Visual C++ 6. Who is This Book For? What sets this book apart is Ivor's relaxed and informal teaching style, which makes even difficult concepts easy to grasp. It's perfect for Visual Basic, Delphi, Cobol & Unix C Programmers who see the new release of the software as an opportunity to learn the language and understand the professional way to develop Windows applications. Adept newcomers to structured programming will be able to progress in C++ and Window using this book, but they will have to apply themselves to the Exercises and model answers supplied with each Chapter. What's Great About this Book? Amazon.com C++ Book of the Year

for 1998. Proven teaching methods guarantee success to novice C++ programmers A comp

### **Internet-of-Things (IoT) Systems**

### **Programming in C**

A complete update of a bestselling introduction to computer graphics, this volume explores current computer graphics hardware and software systems, current graphics techniques, and current graphics applications. Includes expanded coverage of algorithms, applications, 3-D modeling and rendering, and new topics such as distributed ray tracing, radiosity, physically based modeling, and visualization techniques.

### **Let Us C**

### **Introduction to Graph Theory**

This is the eBook of the printed book and may not include any media, website

access codes, or print supplements that may come packaged with the bound book. *Web Technologies: A Computer Science Perspective* is ideal for courses in Web-based Systems (aka Web/Internet Programming/Systems) in Computer Science, MIS, and IT departments. This text introduces the key technologies that have been developed as part of the birth and maturation of the World Wide Web. It provides a consistent, in-depth treatment of technologies that are unlikely to receive detailed coverage in non-Web computer science courses. Students will find an ongoing case study that integrates a wide spectrum of Web technologies, guidance on setting up their own software environments, and a variety of exercises and project assignments.

### **Data Structures Through C**

### **Textbook on Professional Ethics and Human Values**

### **Applied Combinatorics with Problem Solving**

Experience Data Structures C through animations DESCRIPTION There are two major hurdles faced by anybody trying to learn Data Structures: Most books

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attempt to teach it using algorithms rather than complete working programs A lot is left to the imagination of the reader, instead of explaining it in detail. This is a different Data Structures book. It uses a common language like C to teach Data Structures. Secondly, it goes far beyond merely explaining how Stacks, Queues, and Linked Lists work. The readers can actually experience (rather than imagine) sorting of an array, traversing of a doubly linked list, construction of a binary tree, etc. through carefully crafted animations that depict these processes. All these animations are available on the downloadable DVD. In addition it contains numerous carefully-crafted figures, working programs and real world scenarios where different data structures are used. This would help you understand the complicated operations being performed on different data structures easily. Add to that the customary lucid style of Yashavant Kanetkar and you have a perfect Data Structures book in your hands. KEY FEATURES Strengthens the foundations, as detailed explanation of concepts are given Focuses on how to think logically to solve a problem Algorithms used in the book are well explained and illustrated step by step. Help students in understanding how data structures are implemented in programs WHAT WILL YOU LEARN Analysis of Algorithms, Arrays, Linked Lists, Sparse Matrices Stacks, Queues, Trees, Graphs, Searching and Sorting WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Data structures. Table of Contents 1. Analysis of Algorithms 2. Arrays 3. Linked Lists 4. Sparse Matrices 5. Stacks 6. Queues

## **A Textbook of Practical Physiology**

Object-Oriented Programming With Java Was Developed For Students In The Science, Engineering, And Business Fields Where Knowledge Of Programming Is Thought To Be Essential. This Text, On Modern Software Development, Contains Material That Is Typically Covered In A CS1 Course. In Addition To Traditional Introductory Programming Concepts, Object-Oriented Concepts And Techniques Such As Inheritance And Polymorphism Are Presented In A Student-Friendly Manner. Java-Related Topics Such As Exception Handling And The Java I/O Models Are Carefully Treated, And An Entire Chapter Is Devoted To Java Applets.

## **Introduction To Computers (Sie)**

## **The Theory and Practice of Compiler Writing**

## **Software Engineering**

The present book on Elements of Mechanical Engineering is meant for the engineering students of all branches at their first year level. It covers the new

syllabus of panjab Technical University, Jalandhar. However, it shall be useful to students of other Universities also. The book covers the basic principles of Thermodynamics, zeroth law of Thermodynamics and the concept of temperature in the first chapter.

### **Organic Spectroscopy**

### **C Programming Language**

Linear and nonlinear systems of equations are the basis for many, if not most, of the models of phenomena in science and engineering, and their efficient numerical solution is critical to progress in these areas. This is the first book to be published on nonlinear equations since the mid-1980s. Although it stresses recent developments in this area, such as Newton-Krylov methods, considerable material on linear equations has been incorporated. This book focuses on a small number of methods and treats them in depth. The author provides a complete analysis of the conjugate gradient and generalized minimum residual iterations as well as recent advances including Newton-Krylov methods, incorporation of inexactness and noise into the analysis, new proofs and implementations of Broyden's method, and globalization of inexact Newton methods. Examples, methods, and algorithmic

choices are based on applications to infinite dimensional problems such as partial differential equations and integral equations. The analysis and proof techniques are constructed with the infinite dimensional setting in mind and the computational examples and exercises are based on the MATLAB environment.

### **Computer Graphics**

This book covers essential topics in the architecture and design of Internet of Things (IoT) systems. The authors provide state-of-the-art information that enables readers to design systems that balance functionality, bandwidth, and power consumption, while providing secure and safe operation in the face of a wide range of threat and fault models. Coverage includes essential topics in system modeling, edge/cloud architectures, and security and safety, including cyberphysical systems and industrial control systems.

### **Introduction to Computer Graphics**

Provides computer science students with a foundation in discrete mathematics using relevant computer science applications.

### **Computer Fundamentals**

This work has been updated to include chapters on Web engineering and component-based software engineering. It provides a greater emphasis on UML, in-depth coverage of testing and metrics for object-orientated systems and discussion about management and technical topics in software engineering.

## **A Textbook of Engineering Mathematics (PTU, Jalandhar) Sem-II**

### **Engineering Thermodynamics**

This textbook is designed to teach a first course in Information Technology (IT) to all undergraduate students. In view of the all-pervasive nature of IT in today's world a decision has been taken by many universities to introduce IT as a compulsory core course to all Bachelor's degree students regardless of their specialisation. This book is intended for such a course. The approach taken in this book is to emphasize the fundamental "Science" of Information Technology rather than a cook book of skills. Skills can be learnt easily by practice with a computer and by using instructions given in simple web lessons that have been cited in the References. The book defines Information Technology as the technology that is used to acquire, store, organize, process and disseminate processed data, namely,

information. The unique aspect of the book is to examine processing all types of data: numbers, text, images, audio and video data. As IT is a rapidly changing field, we have taken the approach to emphasize reasonably stable, fundamental concepts on which the technology is built. A unique feature of the book is the discussion of topics such as image, audio and video compression technologies from first principles. We have also described the latest technologies such as 'e-wallets' and 'cloud computing'. The book is suitable for all Bachelor's degree students in Science, Arts, Computer Applications, and Commerce. It is also useful for general reading to learn about IT and its latest trends. Those who are curious to know, the principles used to design jpg, mp3 and mpeg4 compression, the image formats—bmp, tiff, gif, png, and jpg, search engines, payment systems such as BHIM and Paytm, and cloud computing, to mention a few of the technologies discussed, will find this book useful.

**KEY FEATURES**

- Provides comprehensive coverage of all basic concepts of IT from first principles
- Explains acquisition, compression, storage, organization, processing and dis-semination of multimedia data
- Simple explanation of mp3, jpg, and mpeg4 compression
- Explains how computer networks and the Internet work and their applications
- Covers business data processing, World Wide Web, e-commerce, and IT laws
- Discusses social impacts of IT and career opportunities in IT and IT enabled services
- Designed for self-study with every chapter starting with learning objectives and concluding with a comprehensive summary and a large number of exercises.

## **INTRODUCTION TO INFORMATION TECHNOLOGY**

### **Elements of Mechanical.Engineering (PTU)**

A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

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