

Cryptography and Network Security

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This book has been written keeping in mind syllabi of all Indian universities and optimized the contents of the book accordingly. These students are the book's primary audience. Cryptographic concepts are explained using diagrams to illustrate component relationships and data flows. At every step aim is to examine the relationship between the security measures and the vulnerabilities they address. This will guide readers in safely applying cryptographic techniques. This book is also intended for people who know very little about cryptography but need to make technical decisions about cryptographic security. many people face this situation when they need to transmit business data safely over the Internet. This often includes people responsible for the data, like business analysts and managers. as well as those who must install and maintain the protections, like information systems administrators and managers. This book requires no prior knowledge of cryptography or related mathematics. Descriptions of lowlevel crypto mechanisms focus on presenting the concepts instead of the details. This book is intended as a reference book for professional cryptographers, presenting the techniques and algorithms of greatest interest of the current practitioner, along with the supporting motivation and background material. It also provides a comprehensive source from which to learn cryptography, serving both students and instructors. In addition, the rigorous treatment, breadth, and extensive bibliographic material should make it an important reference for research professionals. While composing this book my intention was not to introduce a collection of new techniques and protocols, but rather to selectively present techniques from those currently available in the public domain.

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Chapter 1: Introduction to Cryptography and Network Security. Chapter 2: Basic Concepts in Data Encryption.
Chapter 3: Model Block Cipher. Chapter 4: Groups, Ring and Field. Chapter 5: Public Key Cryptosystem and RSA.
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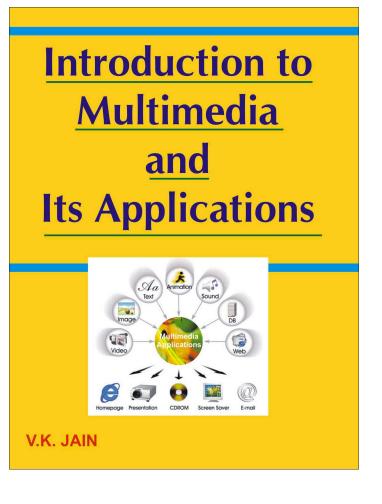
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Author

V.K. Jain Dr. V.K. Jain is a well known practical engineer who has authored more than 125 books on engineering, management and subjects related with computer science. He obtained degree in Electrical Engineering in 1966 from MACT (Maulana Azad College of Technology) Bhopal. He did M. Tech. in 1968 from MACT and HEL (Now Bharat Heavy Electricals) Bhopal in Design and Production of Heavy Electrical Equipments, an Industry Oriented course run under the sponsorship of UNESCO under Vikram University Ujjain in 1968. He was attached to Electronics Application Engineering Department of BHEL. He presented a thesis on ""Analysis of the performance of speed and excitation regulation System using fast acting integrator type AVR for a large Hydro-generator (15 MW). This was concerned with studying power system from the viewpoint of electronic control systems (based on Nyquist Criteria) through Analog and Digital Computer at one of the premier Institution of India IIT (Indian Institutue of Technology) Kanpur. He personally prepared digital computer program in FORTRAN IV as early as in year 1968 at IIT Kanpur and compiled it on IBM 7044 Main Frame Computer, The fastest Computer in India at that time. He joined CPWD as Electrical Engineer on 20.5.1968 on basis of All India Competitive Examination for Central Electrical Engineering Services (Now known as IES) through Union Public Service Commission of India and served CPWD for 35 years. After retirement he worked with M/s CP Kukreja as consultat engineer for nearly one and half years and at present working as Chief Consultant Engineer with M/s Hospitech Management Consultant Pvt. Limited WTC New Delhi and engaged in designing most modern E/M, Electronic services and IBMS in premier Medical colleges and Big Hospital systems including AIIMS at Raipur and Patna.



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Introduction to Multimedia		
and its Applications		

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It is down-to-earth practical guidebook for beginners in the field of multimedia, Students who read portions of this book will gain a basic understanding of basic know-how for creation of multimedia and its applications, Multimedia developers, and other professionals, will find a variety of tutorials step wise step, Equally good for students, developers, teachers and any one with a basic background in computer, Science and windows applications will find the material in this book accessible without any additional preparation.



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Chapter 1: Multimedia & Applications. Chapter 2: Creating HTML Documents. Chapter 3: Computer Fonts & Hypertext. Chapter 4: Audio Fundamentals & Representations. Chapter 5: Image Fundamentals & Graphics.
Chapter 6: Use of Image Editing Software. Chapter 7: Video & Animation. Chapter 8: Multimedia Authoring Tools.
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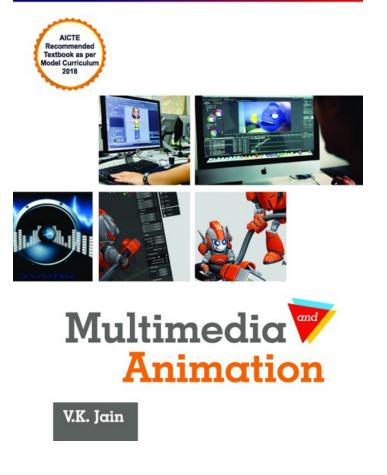
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Multimedia and Animation

Product Description

The overall goal of the book is to provide a broad understanding of multimedia systems and applications in an integrated manner. A user enjoys multimedia application only if all the pieces of the end-to-end solution fit together. This means that a multimedia application and its user interface must be developed in an integrated fashion with underlying multimedia middleware, operating systems, networks, security, and multimedia device. The book explains the fundamental concepts of storage, compression and decompression, and display technologies used for multimedia systems.



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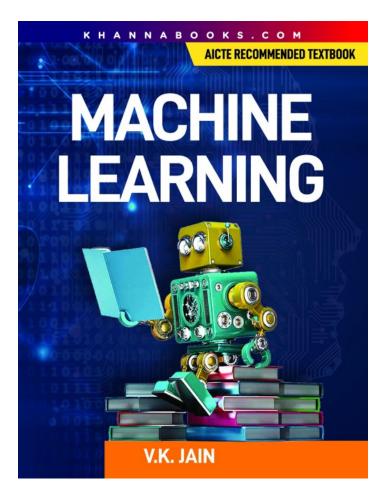
Chapter 1: Introduction to Multimedia and Animation. Chapter 2: Multimedia Hardware and Software Tools.
Chapter 3: Multimedia Color and Design. Chapter 4: Multimedia Text and Hypertext. Chapter 5: Multimedia
Images and Graphics. Chapter 6: Audio Fundamentals and Representations. Chapter 7: Video Processing.
Chapter 8: Animation. Chapter 9: Multimedia Authoring Tools. Chapter 10: Internet, Web and Social Media.
Chapter 11: Wireless Multimedia. Chapter 12: Multimedia projects: Multimedia Skills.

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Machine Learning

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Machine Learning employs techniques and theories drawn from many fields within the broad areas of mathematics, statistics, information science, and computer science, in particular from the sud-domains of machine learning, classification, cluster analysis, data mining, database, and visualization. Machine learning is perhaps the hottest thing in Silicon Valley right now, especially deep learning. We have Google's class on Tensor Flow, which teaches you everything you need to know to work in Silicon Valley's top companies. The reason why it is so hot is because it can take over many repetitive, mindless tasks. It'll make doctor better doctors, and lawyers better lawyers and it makes cars drive themselves. For example, when you're booking a taxi, you're shown how much the trip would cost. Or when you're on the trip, you're shown the path the taxi would take to reach your destination. While booking a ride on Uber, you're always told the amount of time the trip would take and how much it would cost. All of that, is Machine Learning! The overall goal of this book "Machine Learning" is to provide a broad understanding of various faces of Machine Learning environment in an integrated manner. It covers the syllabi of all technical universities in India and aboard. The first edition of this book is also been awarded by AICTE and placed in AICTE's latest Model Curriculum in Engineering & Technology as well as Emerging Technology.

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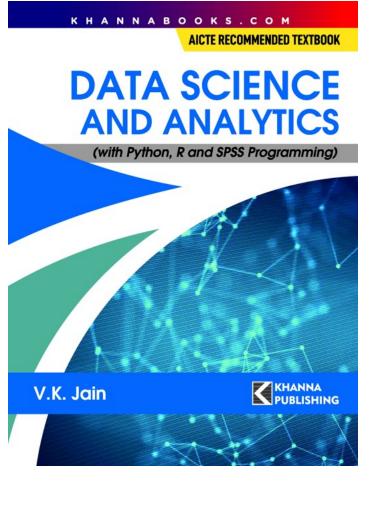
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Data Science and Analytics (with Python, R and SPSS Programming)

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Product Description

The overall goal of the book is to provide a broad understanding of big data, data science and analytics in an integrated manner. While composing this book my intention was not to introduce a collection of new techniques and protocols, but rather to selectively present techniques from those currently available in the public domain. Computer science has the greatest drawback of non-standardization of the stuff, not only of its software but in courseware also. A vast amount of curriculum exists at different levels of various Universities. As such I have tried to include all desired courseware from the syllabi for different levels.



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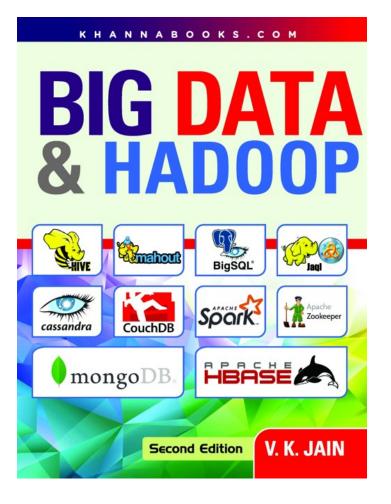
Unit 1: Introduction to Data Science. Unit 2: Data Management Using 1BM SPSS. Unit 3: Data Analysis Using R
Programming Language. Unit 4: Data Visualization.. Unit 5: Application of Data Science, Technology for
Visualization and Bokeh. Unit 6: Recent Trends in Data Science. Annexure-1: R Programming Language & Software
Environment for Statistical Analysis and Graphics

Author

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Big Data & Hadoop	
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This book introduces you to the Big Data processing techniques addressing but not limited to various BI (business intelligence) requirements, such as reporting, batch analytics, online analytical processing (OLAP), data mining and Warehousing, and predictive analytics. The book has been written on IBMs Platform of Hadoop framework. IBM Info sphere Big Insight has the highest amount of tutorial matter available free of cost on Internet which makes it easy to acquire proficiency in this technique. This therefore becomes highly vulnerable coaching materials in easy to learn steps. The book optimally provides the courseware as per MCA and M. Tech Level Syllabi of most of the Universities. All components of big Data Platform like Jaql, Hive Pig, Sqoop, Flume, Hadoop Streaming, Oozie: HBase, HDFS, Fume NG, Whirr, Cloundera, Fuse, Zookeeper and Mahout: Machine learning for Hadoop has been discussed in sufficient Detail with hands on Exercises on each.

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Chapter 1: OVERVIEW OF BIG DATA. Chapter 2: BASICS OF HADOOP. Chapter 3: IBM'S INFOSPHERE BIGINSIGHTS.
Chapter 4: HADOOP DISTRIBUTED FILE SYSTEM. Chapter 5: NO SQL DATA MANAGEMENT AND MONGODB. Chapter 6: HBASE AND CASSENDRA. Chapter 7: MAPREDUCE. Chapter 8: JAQL : JSON BASED QUERY LANGUAGE. Chapter 9: HIVE : THE DATA WARE HOUSE OF HADOOP. Chapter 10: PIG : THE HIGHER LEVEL PROGRAMMING
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Chapter 13: SQOOP : IMPORTING DATA FROM HETEROGENEOUS SOURCES. Chapter 14: DATA STREAM MINING.
Chapter 15: FLUME: BIG DATA REALTIME STREAMING. Chapter 16: R PROGRAMMING : A STRONG VISUALIZATION
AND GRAPHICS TOOL. Chapter 17: OTHER COMPONENTS OF HADOOP : OZZIE,ZOOKEEPER AND MAHOUT.

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