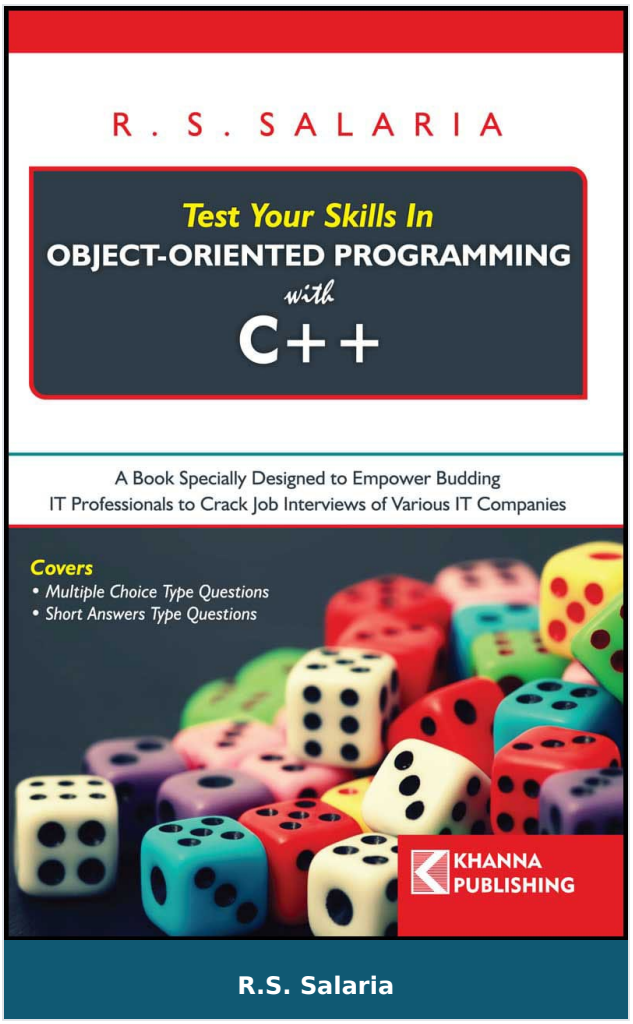


Test your skills in Object Oriented Programming with C++

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Product Description

Object-Oriented Programming With C++ is one of the important subjects in disciplines of Computer Science and information Technology. Understanding of various Object-Oriented Programming Concepts and their implementation using C++ language is very crucial for development of quality software.

Keeping this in focus, almost all IT companies want that students must possess implementation using C++ Language.

This book gives an ample opportunity to test/evaluate your skills in Object-Oriented Programming Concepts and their implementation using C++ Language.

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- Virtual Function and Polymorphism
- Exception Handling
- Templates and Generic Programming
- Input/Output in C++
- Appendix
- Glossary

Author

R.S. Salaria

Prof. R.S. Salaria is a superior teacher, a prolific author and a great motivator. He is an alumnus of IIT, Delhi. He is a Certified Software Quality professional by Ministry of Information Technology, Govt. of India: Sun Certified Programmer as well as Sun Certified Trainer by SUN Microsystems. He is a life member of computer society of India, Mumbai: Institution of Electronics and Telecommunication Engineers, New Delhi: Indian Society for Technical Education, New Delhi: Punjab Academy of Sciences, Patiala. Presently, he is talking initiatives to Sensitize the citizens of this great country about their fundamental

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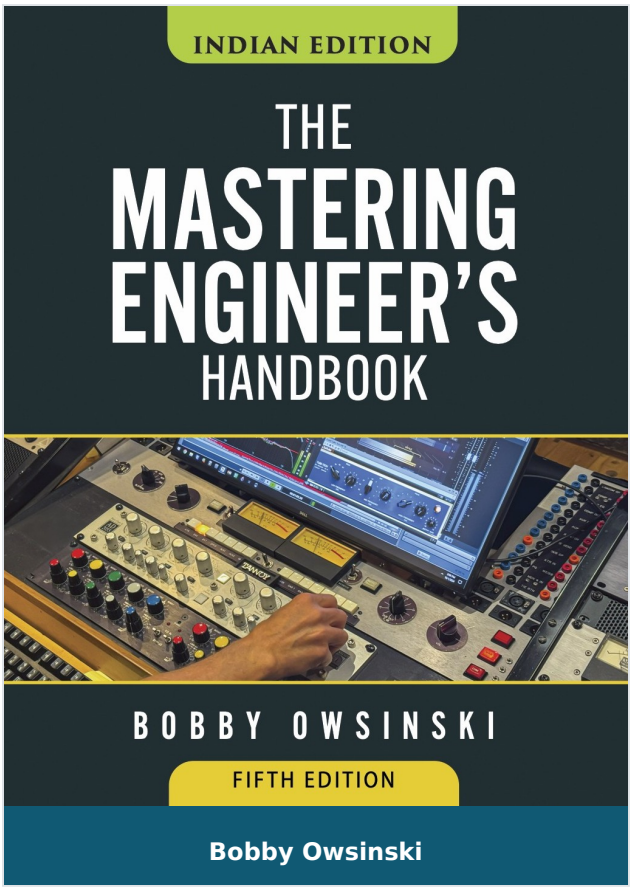
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responsibilities towards society and seeking their contributions to make the society a wonderful place for happy and peaceful living. </p

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The Mastering Engineer's Handbook (Indian Edition)

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Product Description

Self-Mastering Made Simple with Insider Secrets- Expert Advice from The Pros

Audio mastering remains the essential final step in the audio production process, where the recording ‘s final mix is polished and prepped for release and distribution. In this thoroughly updated fifth edition of Bobby Owsinski’s classic The Mastering Engineer’s Handbook, you’ll find the latest insights and techniques for creating professional-grade, well-mastered recordings.

With the growing availability of powerful, cost-effective mastering plugins and online services, today’s musicians and engineers have more resources than ever at their disposal. However, the challenge remains in understanding these tools and using them effectively. This newly redesigned edition not only covers the fundamentals of mastering but also drives into advanced techniques for both self-mastering or preparing your mix for professional mastering, using the latest developments in technology and industry trends. Whether you’re a seasoned pro or just getting started, this handbook will guide you through the entire mastering process with clarity and precision.

Topics Include:

. The simple technique for making a competitive-level master

. A brand-new chapter dedicated to the latest mastering plugins and how you can get results like a pro

. A new chapter on online mastering services and how to get the best results from them.

. An updated look at the latest in vinyl mastering, including the new eco-minded pressing options.

. A new chapter on mastering immersive audio formats like Dolby Atmos and Sony 360RA

. 7 new interviews with the hottest master engineers

. Everything you wanted to know about LUFS levels, including when they’re important and when to ignore them

, Understanding the gap between your work and professional mastering results

. A new Takeaways section at the end of each chapter to highlight the key points

The book also includes exclusive interviews with some of the most sought-after master engineers in the industry, who share their personal techniques and insider tips. Their expert advice will guide you in mastering your music with confidence, creativity, and precision.

Give your tracks the professional edge they deserve with the invaluable expertise offered in The Mastering Engineer’s Handbook, Fifth Edition.

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- Bob Ludwig – Gateway Mastering
- Doug Sax – The Mastering Lab
- Glossary
- About Bobby Owsinski

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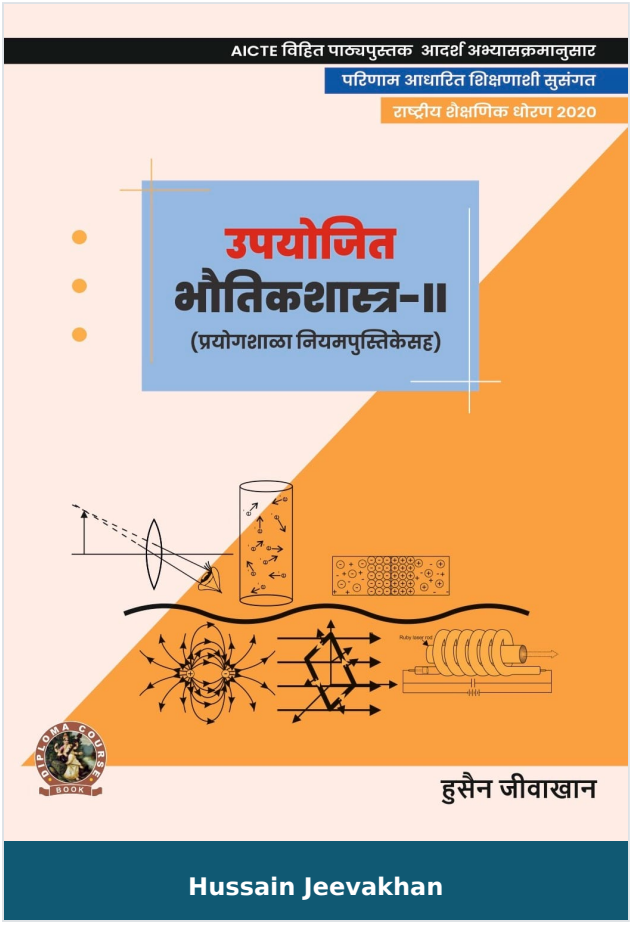
Bobby Owsinski

Bobby Owsinski is one of the bestselling authors in the music industry with 24 books that are staples in audio recording, music and music business programs in colleges around the world, including the Mixing Engineer’s Handbook, The Music Producer’s Handbook, Music 4.0: A Survival Guide for Making Music in the Internet Age, and more. He’s also a contributor to Forbes covering the new music business, his popular production and music industry blogs are over 8 million visits, and he’s appeared on CNN and ABC News as a music branding and audio expert. Visit BobbyOwsinskiBlog.com, his music industry blog at Music3Point0.com, his podcast at BobbyOlnnerCircle.com, and his website at BobbyOwsinski.com.

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Applied Physics-II (with Lab Manual)

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Product Description

“Applied Physics-ll” is a basic science course in the first year of the Diploma program in Engineering & Technology. Contents of this book are stringently aligned as per model curriculum of AICTE and incorporated with the concepts of outcomes-based education(OBE).

Book covers seven topics- Wave motion, Optics, Electrostatics, Current electricity, Electromagnetism, semiconductor physics and Modern physics. Each topic and its subtopics are written from the perspective of a student’s learning and in accord with the NEP 2020 guidelines. Every unit comprises a set of activities and exercise at the end to assist the student’s learning.

Some salient features of the book:

1. Unit Outcomes of each unit are mapped with Course Outcomes and Programs Outcomes.

2. Book Provides relevant interesting facts, QR Code for E-resources and use of ICT and suggested micro projects activities in each unit.

3. Content presented in book in chronological way.

4. Figures, tables and equations are given to improve clarity of the topics.

5. Solved examples are given with systematic steps.

6. MCQ’s, short and long answer questions and unsolved problems of understanding and above levels (Bloom’s Taxonomy) are given for learning reinforcement of students and as per OBE.

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- Current Electricity
- Electromagnetism
- Semiconductor physics
- Modern physics
- Index

Author

Hussain Jeevakhan

Hussain Jeevakhan-789391505578(DIP126EN) “Applied Physics-ll” is a basic science course in the first year of the Diploma program in Engineering & Technology. Contents of this book are stringently aligned as per model curriculum of AICTE and incorporated with the concepts of outcomes-based education(OBE). Book covers seven topics- Wave

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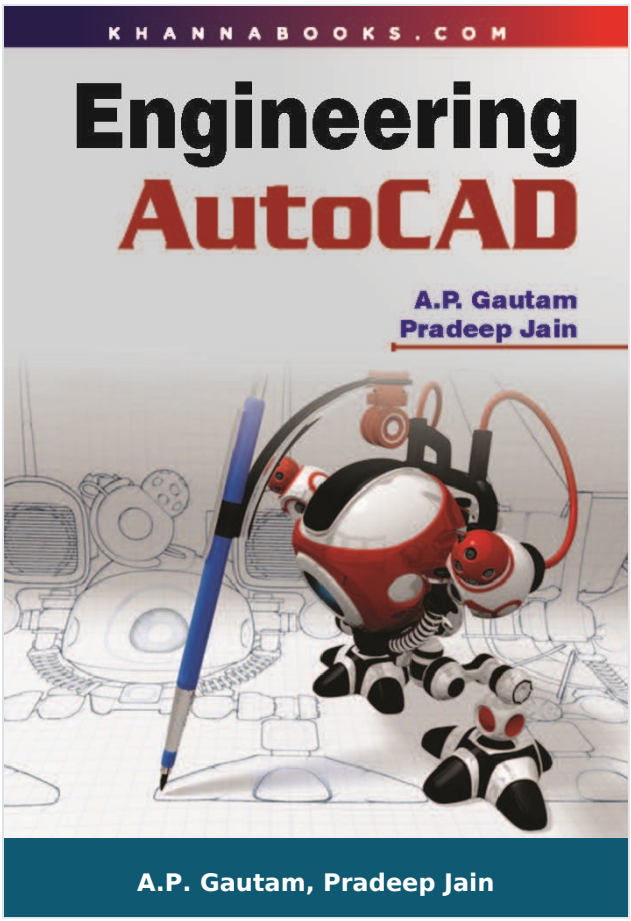
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Engineering AutoCAD

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Product Description

The books is useful for the students of B. Tech and diploma in Mechanical, Civil and B. Architect, and for the industrial persons to enhance their designing skills. This book is simple to understand included exercises and tutorials. For better understanding. objective-type questions and practice have been included at the end.

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- Three Dimension Tool
- Page Setup & Plot Manager

Author

A.P. Gautam

A.P. Gautam AP Gautam has more than five year of experience in teaching and industry. He is also providing solutions in engineering design. Presently he is working in HI Tech Institute of Engineering Technology.

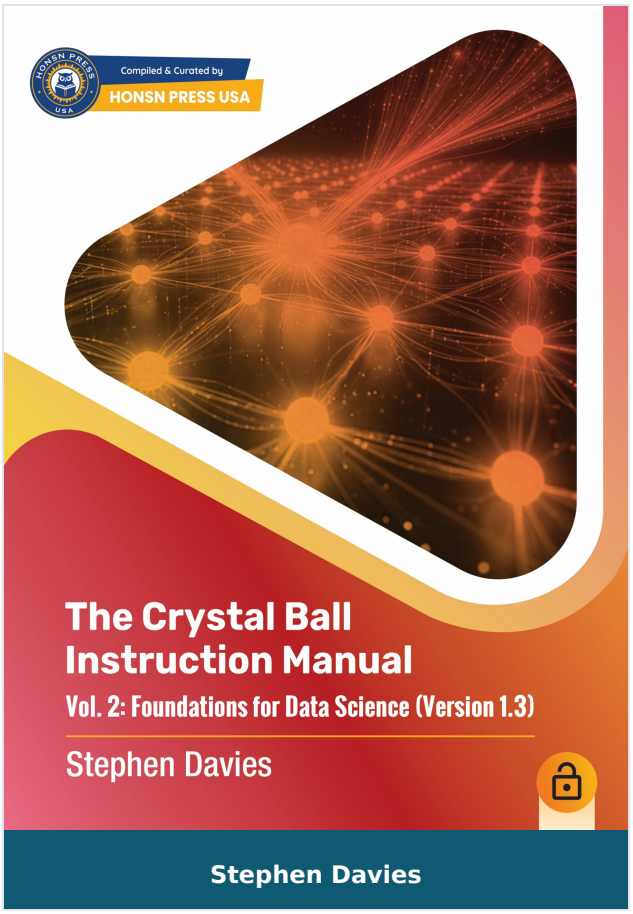
Pradeep Jain

Pradeep Jain has 15 years of experience in teaching and industry in CAD/CAM. presently he is working as an associate professor in the Department of Mechanical Engineering, Ajay Kumar Garg Engineering College, Ghaziabad. He is providing training and consultancy in CAD/ CAM field.

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The Crystal Ball Instruction Manual (Vol.2: Foundations for Data Science, Verson 1.3) (HONSN PRESS USA)

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Product Description

The Crystal Ball Instruction Manual, Volume Two: Foundations for Data Science, is the essential next step for learners ready to move beyond introductory concepts and establish mastery in the field. Designed for intermediate students, aspiring professionals, and researchers who have a working knowledge of foundational Python programming, this volume solidifies the core knowledge and practical skills necessary to build a robust data science skill set. It assumes a base level of competency, offering a swift review of essential concepts like statistical significance, exploratory data analysis (EDA) fundamentals, and classification/regression principles.

The book's core theme is hands-on implementation, leveraging the Python ecosystem—including the Spyder IDE, NumPy, and Pandas—to tackle real-world data challenges. Its practical value is delivered through in-depth coverage of crucial data acquisition and wrangling techniques, such as parsing complex JSON and HTML using screen scraping, accessing databases, and data fusion to integrate multiple sources. It extends EDA with advanced visualization methods like heat maps and box plots, while simultaneously providing a solid grounding in machine learning principles like Naïve Bayes and kNN classification, along with essential pre-modeling steps like feature selection and association analysis.

Salient Features

• Foundational Data Principles: Reviews and solidifies core concepts like statistical significance, the crucial distinction between association and causality, and fundamental machine learning terminology.

• Advanced Data Exploration: Extends Exploratory Data Analysis (EDA) skills with detailed instruction on Kernel Density Estimates (KDEs), various distribution plots, and bivariate categorical analysis.

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• Real-World Data Acquisition: Provides practical techniques for collecting and structuring disparate data, including parsing complex JSON files, performing screen scraping (HTML), and directly accessing databases (SQLite).

• Effective Data Wrangling: Focuses on combining and restructuring data using techniques like data fusion, merging tables, and transforming datasets between long, wide, and the modern "tidy" form.

• Practical ML Algorithms: Delivers hands-on instruction for fundamental classification algorithms, including thorough multipart coverage of the Naïve Bayes classifier and the k-Nearest Neighbors (kNN) method.

• Statistical Modeling Insights: Covers probabilistic reasoning, the concepts of the prior and posterior, and the practical application of the LOWESS non-parametric local regression smoothing algorithm.

• Essential Pre-Modeling Techniques: Dedicated chapters explore critical preparatory steps such as feature selection to improve model performance and association analysis (like market basket analysis).

• Integrated Python Environment: Instructions are explicitly integrated with the Spyder IDE within the Anaconda distribution, ensuring seamless, hands-on application using industry-standard Python libraries.

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- kNN (2 of 2)
- Two key ML Principles
- Feature Selection
- Association Analysis
- "Special" Data types

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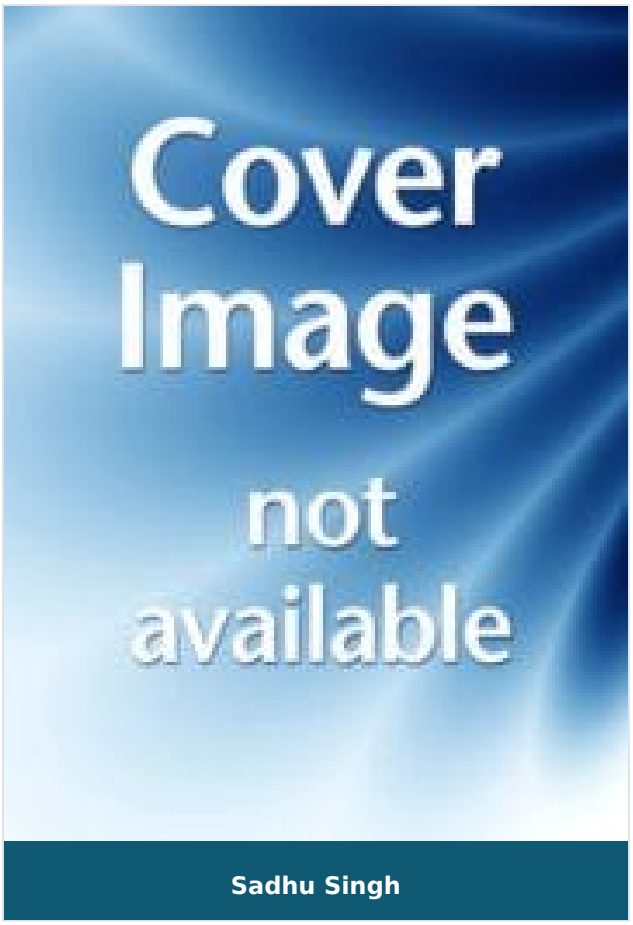
Stephen Davies

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Khanna's Conventional & Objective Type Questions & Answers in Mechanical Engineering

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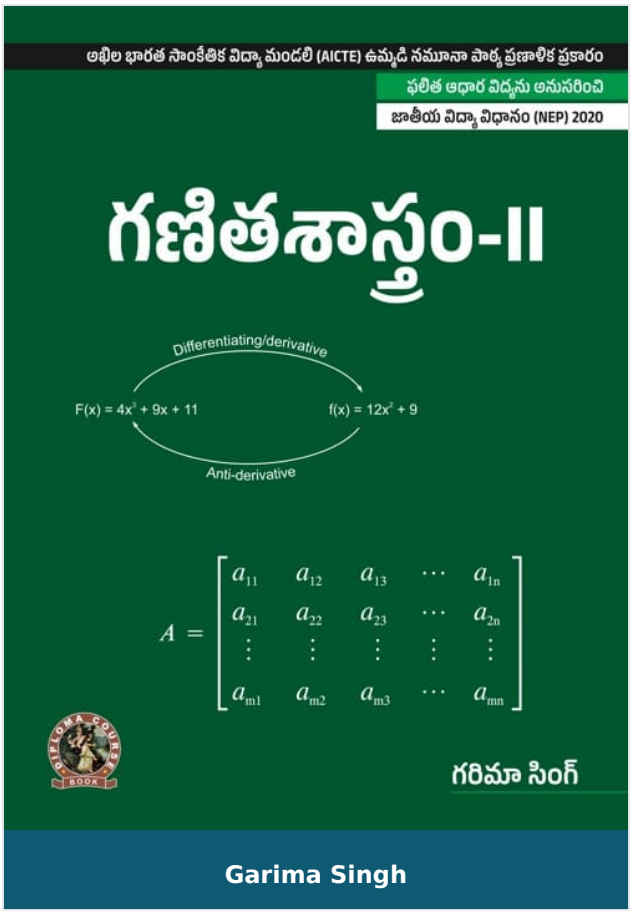
Sadhu Singh

Dr. Sadhu Singh is a retired professor of Mechanical Engineering of Govind Ballabh Pant university of Agriculture & Technology, Pantnagar. He graduated in Mechanical Engineering with Hons, from Punjab University, Chandigarh, M.Sc. (Mechanical Design & Production Engineering) and Ph.D. from Kurukshetra University, Kurukshetra. His teaching experience spans 15 years at Regional Engineering College (now NIT), Kurukshetra and 19 years at Pantnagar University. He has been Professor & Head, Mechanical Engineering Departmentand Dean, Faculty of Engineering & Technology at Pantnagar. He has been Director (Colleges). Punjab Technical University, Jalandhar.

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Garima Singh

Mathematics-II

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Product Description

“Mathematics-ll” is a Compulsory paper for the first year students of Diploma engineering courses (common to all branches). Syllabus of this book is strictly aligned to the model curriculum of AICTE. And academic content is amalgamated with the concept of outcome based education. Apart from diploma it is useful for all students who are interested in basic /elementary mathematics and competitive examinations. Book covers seven topics- Determinants, Matrices, Integral Calculus and it’s applications. Co-ordinate Geometry and it’s applications, vectors and it’s applications, Differential equations. Basic of MATLAB. Each topic is written in an easy and lucid manner with a holistic view. There has been deliberated attempt to keep the number of pages in the book minimum without compromising with the matter. Every chapter contains a set of exercises at the end of each unit to test the student’s comprehension.

Some salient features of the book:

1. For direct recapitulation of main concepts, formulae and results a brief summary of each unit has been given.

2. Objective questions and subjective questions are given for practice of students after every unit.

3. Content of the book is aligned with the mapping of Course Outcomes, Programs Outcomes and unit Outcomes.

4. Apart from the theory explanation and solved examples book provides for mini projects, activities, fun facts, QR codes, case studies, video resources etc.

5. The text has been supplemented with notes, remarks, remember sections within grey boxes.

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6. Student and teacher centric subject materials are included in the book in a balanced manner.

7. Real life applications are inserted to improve clarity of this topics.

8. Know more section has been introduced which constitutes of additional information related to the topic.

9. Check-out section has been introduced so as to active the curiosity part of the student by correlating all the topics studied in this book with MATLAB.

10. At the end of each unit. An excerpt related to eminent Indian Mathematicians is given so as to make .

11. Student have a glimpse of the rich Indian heritage, especially in the field of mathematics.

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- Integral Calculus.
- Co-ordinate Geometry.
- Vector Algebra.
- Differential Equations.
- Appendices & Annexures.

Author

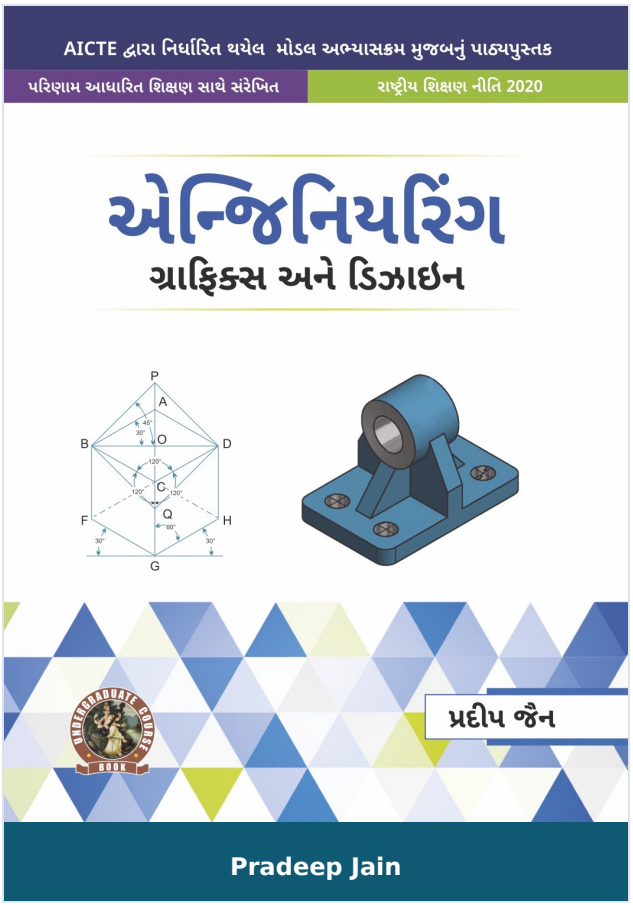
Garima Singh

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Engineering Graphics & Design

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Categories :	AICTE Prescribed Textbooks, Gujarati Books, Bookstore, Ebooks
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Product Description

This textbook “Engineering Graphics and Design” is based on the latest outcome based model curriculum of the AICTE. The book covers complete syllabus catering requirements of all major technical universities and institutes and provides insights into traditional engineering graphics as well as treats of the subject using 2D and 3D design software. It offers technical details, current standard, real world examples and clearly explains theory and technique in highly visual and concise format. The topic covered in this book are arranged into 9 chapters comprising self-explanatory diagrams and solved examples.

Salient Features:

1. Introduction of Engineering Drawing.
2. Orthographic Projection.
3. Projection of Solids.
4. Section of Solids and Development of Surfaces.
5. Isometric Projection.
6. Overview of Computer Graphics.
7. CAD Drawing.
8. Solid Modelling.
9. Team Design Project.

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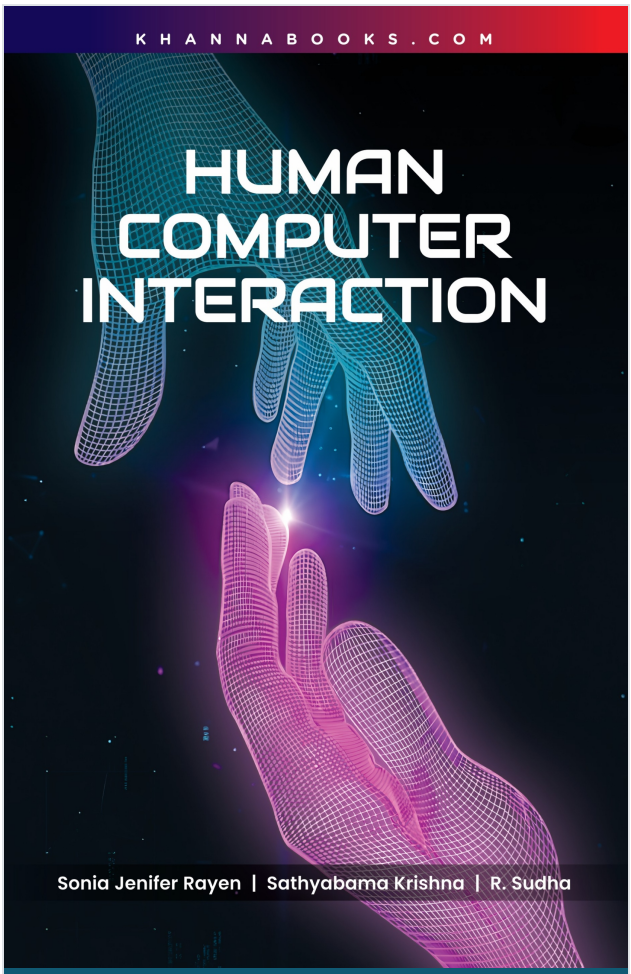
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Sonia Jenifer Rayen, Sathyabama Krishna, R. Sudha

Human Computer Interaction

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Product Description

Human-Computer Interaction (HCI) is a comprehensive and structured resource designed to explore the principles, methodologies, and evolving landscape of interaction between humans and computing systems. Recognizing the critical role of HCI in shaping modern digital experiences, this book focuses on creating technology that is accessible, efficient, intuitive, and user-centered. It examines not only the technical dimensions of interface design but also the cognitive, psychological, and social factors that influence how people interact with digital systems across diverse platforms and devices.

The book provides a balanced blend of theoretical foundations and practical applications, enabling readers to develop a deep understanding of user-centered design principles. Beginning with the fundamentals of HCI, it explores human sensory systems, memory, perception, cognition, and information processing before progressing to advanced topics in interaction design and usability engineering. Through systematic coverage of design methodologies and evaluation techniques, readers learn how to create interfaces that improve user satisfaction, efficiency, and accessibility.

A significant emphasis is placed on contemporary application domains, including mobile interfaces, web applications, and interactive systems. The text introduces established cognitive models such as GOMS (Goals, Operators, Methods, and Selection Rules), linguistic models, and cognitive architectures that assist in predicting user behavior and optimizing interface performance. It also examines socio-organizational considerations, stakeholder requirements, and collaborative design approaches essential for successful system development.

Designed for students, researchers, academics, and industry professionals, this book serves as a valuable guide for mastering interface design, usability evaluation, and user experience development. By integrating human factors, cognitive science, and practical

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design methodologies, it equips readers with the knowledge and tools required to build effective, engaging, and user-friendly computing systems.

Salient Features:

- Foundational Principles: Introduces the core objectives of Human-Computer Interaction, including usability, human factors, user-centered design, and the interdisciplinary contributions of computer science and cognitive psychology.
- Human System Analysis: Explores human sensory and perceptual systems, including vision, hearing, touch, memory, cognition, and information-processing mechanisms that influence user interaction.
- Interaction Design: Covers the essential principles of creating intuitive and effective user interfaces, including navigation structures, screen layouts, interaction scenarios, and the role of HCI within the software development lifecycle.
- Cognitive Models: Provides detailed coverage of major theoretical frameworks such as GOMS (Goals, Operators, Methods, and Selection Rules), linguistic models, and cognitive architectures for analyzing and predicting user performance.
- Socio-Technical View: Examines socio-organizational aspects of system design, including stakeholder analysis, communication models, collaboration frameworks, and non-technical factors affecting technology adoption.
- Mobile HCI Deep Dive: Discusses the mobile ecosystem, mobile application frameworks, mobile web technologies, information architecture, and design challenges associated with modern mobile computing environments.
- Web Interface Mastery: Guides readers through user interface design best practices for web applications, including interface components, navigation structures, interaction techniques, and workflow optimization.
- Practical Prototyping: Covers iterative design and prototyping methodologies, including formative and summative evaluation techniques, storyboarding, animation-based prototypes, and limited-functionality simulations for interface

testing and refinement.

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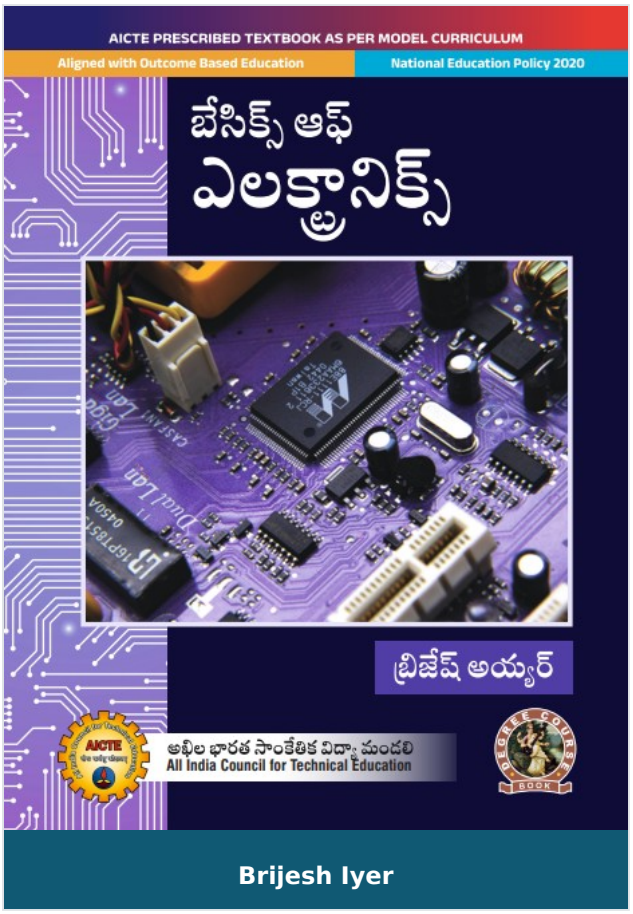
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