

## **Learning Flash CS5**

**Author:** Ramesh Bangia

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## **Product Description**

The complete Learning Series has been designed in a very systematic and logical manner. Each topic has been developed from the basic concepts. Practically every major point in the text is illustrated with suitable examples and screen shots. This will help the students in understanding the basic theory and train them in solving every problem systematically, and confidently. A large number of unsolved as well as solved exercises have also been included in the book. The language of the text of the book is lucid, direct and easy-to understand. Each chapter is laced with various diagrams wherever possible. Functions has been explained in full and some of them have been explained in the form of examples. Tips for working faster using the keyboard shortcuts are also provided.



#### **Table of Contents**

Chapter 1: Introduction to Flash CS5. Chapter 2: Tools of Flash CS5. Chapter 3: Working with Text in Flash CS5.

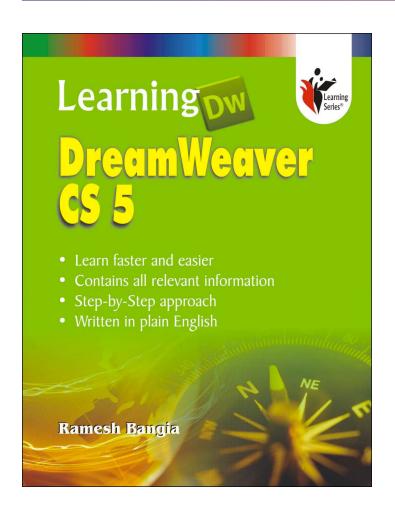
Chapter 4: Drawing and Editing Objects in Flash CS5. Chapter 5: Creating and Editing Artworks in Flash CS5.

Chapter 6: Working with Layers in Flash CS5. Chapter 7: Working with Animations in Flash CS5. Chapter 8: Working with Sound in Flash CS5. Chapter 9: Creating Buttons in Flash CS5. Chapter 10: Using Tweens and Actions in Flash CS5. Chapter 11: Distributing Flash Movies. Chapter 12: Advanced Animation in Flash CS5. Chapter 13: Filters and Blends. Chapter 14: Creating a LOGO. Chapter 15: Keyboard Shortcuts of Flash CS5. Chapter 16: Questions.

#### **Author**

**Ramesh Bangia** For the last fifteen years, Ramesh Bangia, has been writing computer books on various topics. He has written books for Schools. Training Institutes, Technical Universities, Distance Education Programs, Colleges and General. His tally of books exceeds 500 in number. Trained both in India and Abroad and having studied at IIT Delhi, he becomes automatic choice for most of the publishers in India. Though based in Delhi, his books are popular all over India and are even exported to Middle Ease and African countries.





# **Learning Dreamweaver CS5**

**Author:** Ramesh Bangia

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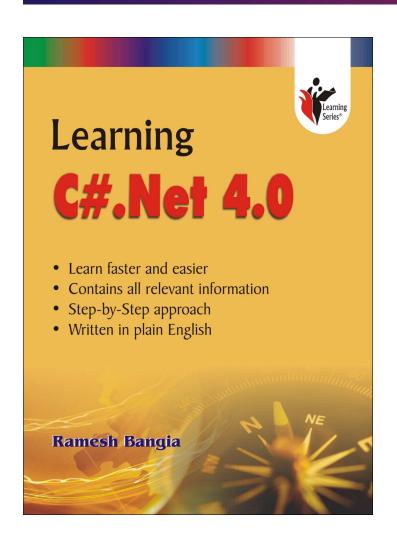
#### **Table of Contents**

Chapter 1: Introduction to Dreamweaver CS5. Chapter 2: Creating a New Page in Dreamweaver CS5. Chapter 3: Adding Graphics and Multimedia. Chapter 4: Working with Table in Dreamweaver CS5. Chapter 5: Working with Forms in Dream ever CS5. Chapter 6: Working with Frames in Dreamweaver CS5. Chapter 7: Working with Stylesheets in Dreamweaver CS5. Chapter 8: Creating and Applying Templates. Chapter 9: More Commands of Dreamweaver CS5. Chapter 10: Integrating with other Software. Chapter 11: Keyboard Shortcuts of Dreamweaver CS5. Chapter 12: Questions.

#### **Author**

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## Learning C#. NET 4.0

**Author:** Ramesh Bangia

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#### **Table of Contents**

**Chapter 1:** Introduction to C# 4.0. **Chapter 2:** Introducing classes and objects. **Chapter 3:** Arrays and Strings.

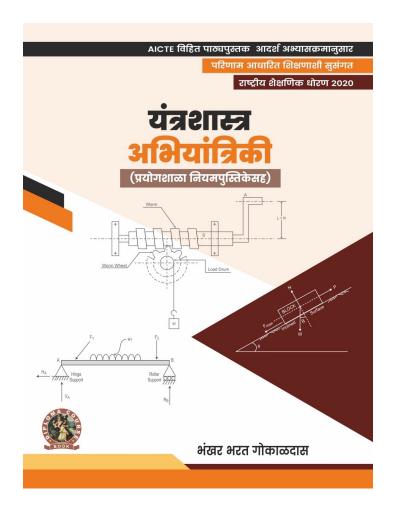
Chapter 4: Operator overloading. Chapter 5: String and controls in C#. Chapter 6: Inheritance. Chapter 7:

Exception Handling. Chapter 8: Questions.

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# **Engineering Mechanics (with Lab Manual)**

**Author:** B. B. Gokaldas

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## **Product Description**

"Engineering Mechanics with Lab Manual" is a compulsory for the first year Diploma course in Engineering 7
Technology. Syllabus of this book is strictly align as per model curriculum of AICTE and academic content is amalgamate with the concept of Outcome based Education (OBE). Book covers is five units- Basic mechanics & force system, Equilibrium, Friction, Centroid and Centre of gravity & simple lifting machine. Each unit written in every easy, systematic and orderly manner. Each unit contains a set of exercise at the end of each unit to test the student's comprehension. Also in each unit the laboratory practical pertaining to unit is included. Some salient features of the book: 1. Content of the book aligned with the mapping of Course Outcomes, Programs Outcomes and Unit Outcomes.

2. Book provides lots of recent information, interesting facts, QR Code for E-resources, QR Code for use of ICT, projects, group discussion etc. 3. Student and teacher centric subject materials included in book with balanced and chronological manner. 4. Figures, tables, equations and activities are insert to improve clarity of the topics. 5.

Objective questions, Short questions and long answer exercise given for practice of students after every unit. 6.

Solved and unsolved problems including numerical examples taken with systematic steps.



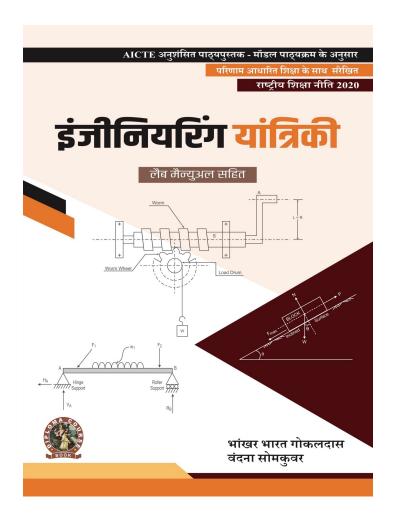
#### **Table of Contents**

Foreword, Acknowledgement, Preface, Outcome Based Educations, Course Outcomes, Abbreviations and symbols, List of Figures, Guidelines for Teachers, Guidelines for Students, Chapter 1: Basic of Mechanics and Force System. Chapter 2: Equilibrium. Chapter 3: Friction. Chapter 4: Centroid and Centre of Gravity. Chapter 5: Centroid and Centre of Gravity. Appendix Index

#### **Authors**

B. B. Gokaldas Vandana Somkuwar





# **Engineering Mechanics (with Lab Manual)**

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#### **Authors**

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