



AIMagineering

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Product Description

AIMAGINEERING The Art and Science of Imagineering “The world expands in direct proportion to the depth of our imagination.” — Inspired by Einstein (and lovingly upgraded by AI). Cue the lights. Enter Amitabh Bachchan or Keanu Reeves; having coffee with Imagineering. Somewhere between the first sip and a cosmic spark, the future is born. Now picture this: an 8th grader builds an AI that catches crimes before they happen, grows better crops, trades smarter than Wall Street, tracks climate credits, and designs your perfect study plan from a tablet smaller than their lunchbox. Welcome to Imagineering, where science flirts with art and curiosity turns into code. Here Computer Vision, Spatial AI, Interaction AI, and Metaverse AI don’t just sound cool, they build the world you’ve only dreamed of. Each chapter is a fast-paced story: part thriller, part classroom comedy, where students, celebrities, and robots team up to fix everything from traffic jams to fashion disasters. Give a kid data, imagination, and a mentor and they’ll outbuild your future plans before you can say “upload complete.” The future isn’t coming. They’re already coding it.

Prof. T G Sithoram The civil engineer monk who conjures and speaks to blueprints and carves temples out of menhirs; he doesn’t just build foundations, he thinks them into existence. **Jas Ahluwalia** A spark in sneakers; she turns chaos into projects faster than AI can say “let me process that.” Her laughter might just be the next renewable energy source. **Yogi Kochhar** The monk with a motherboard; he meditates on algorithms and dreams in metaphors, proving imagination isn’t a luxury, it’s an upgrade to consciousness.



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GRAPHICS PROGRAMMING IN C++

P.B. MAHAPATRA



Graphics Programming in C++

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Product Description

The coverage of graphics in normal courses on C or C++ is only marginal. The idea of a student after a course on C or C++ is that, a graphic image can be generated through a program and not by clicking and dragging the mouse as is done in menu driven interactive packages like coral DRAW, Photoshop, AutoCAD or paintbrush, without these options a number of students fail to appreciate the very purpose of graphics under C or C++. They do not know that the compiler can be used to design full CAD packages with all these options and a lot more. Once the full potential of the C++ compiler is understood, the students, where studying engineering, BCA, MCA or attending short term computer courses, are very inquisitive and enthusiastic to learn more about graphics under C/C++.



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Author

P.B. Mahapatra Dr. P.B. Mahapatra, after an illustrious student career in I.I.T., Kharagpur, joined the faculty of Punjab Engineering College in 1970 as Assistant professor in the department of production Engineering. Since then he has served the institute in various capacities and at the moment serving as professor in the department of mechanical Engineering. His area of interest includes production Management, Industrial Engineering, quality control and operations research. His first books was Thinking in C published in 1996. The success of the book all over the country and numerous requests from potential readers for more such books prompted him to write a number of books on computer science. Other books authored by him include Thinking in C++, Thinking in Java, Graphic under C++ and Computer Aided production Management. Two more volumes, Essentials of information practice and essentials of computer Science have been authored by him for school children, written strictly according to the CBSE Syllabus, these are also very popular in school.

