

Programming for problem solving (with Lab Manual)

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Product Description

This textbook is designed as per the model curriculum of AICTE for the first year students of all branches of undergraduate program in Engineering & Technology (BE/B. Tech). The subject of programming for problem Solving aims at developing problem solving skills among the students and the skills to create programs in C language for their implementation. This book emphasizes to empower the students to grasp the skills required for problem solving and to develop deep understanding of the constructs of C language. These aspects of the subject are well illustrated through enormous solved programming problems. Salient Features: 1. Simple and lucid language that enables students to grasp the subject. 2. Demonstrates the elegant programming style. 3. 165+ ready to run programs for reference and to illustrate the program development process. 4. 135+ Short answer type questions to provide an opportunity for self-assessment of the fundamental concepts learned by answering them precisely. 5. 165+ multiple choice questions to provide an opportunity to synthesize the fundamental concepts. 6. 90+ Programming problems to provide an opportunity to harness programming skills.



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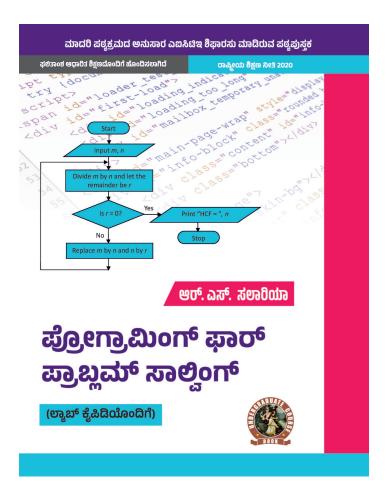
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Programming for Problem Solving

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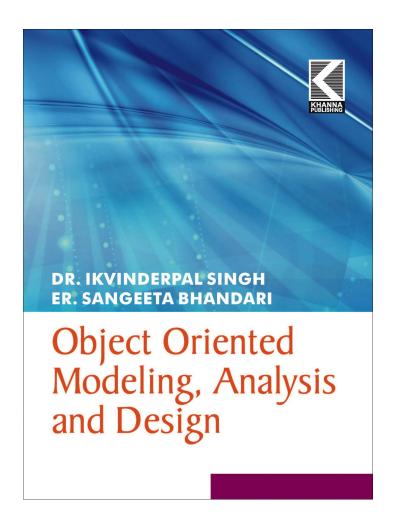


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Object Oriented Modeling, Analysis and Design

Author: Ikvinderpal Singh

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Product Description

This book presents are object oriented approach to software development based on modeling objects from the real world and then using the model to build a language independent design organized ground those objects. This book describes a set of object oriented concepts and a language independent graphical notation can be used to analyze problem requirements, design a solution to the problem, and then implement the solution in a programming language or database. This book can be used as a textbook for a graduate or postgraduate course on object oriented technology. It can be used as a supplementary text for courses on databases or programming languages.



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Chapter 7: Advanced Object Model. Chapter 8: Dynamic Model. Chapter 9: Functional Model. Chapter 10:

System Design. Chapter 11: Object Design.

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