
Computer Engineering Ebooks

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Application Of Omics, Ai And Blockchain In Bioinformatics
Research Institute for Career Research

This textbook gives students a comprehensive introduction to formal methods and their application in software and hardware specification and

verification. It has three parts:
The first part introduces some fundamentals in formal methods, including set theory, functions, finite state machines, and regular expressions. The second part focuses on logi

Electromagnetic Modeling by Finite Element Methods
Pearson Education India

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Security for Software Engineers
CRC Press

Written for non-specialist users of electric motors and drives, this

book explains how electric drives work and compares the performance of the main systems, with many examples of applications. The author's approach - using a minimum of mathematics - has made this book equally popular as an outline for professionals and an introductory student text. * First edition (1990) has sold over 6000 copies. Drives and Controls on the first edition: 'This book is very readable, up-to-date and should be extremely useful to both users and o.e.m. designers. I unhesitatingly recommend it to any busy engineer

who needs to make informed judgements about selecting the right drive system.' New features of the second edition: * New section on the cycloconverter drive. * More on switched reluctance motor drives. * More on vector-controlled induction motor drives. * More on power switching devices. * New 'question and answer' sections on common problems and misconceptions. * Updating throughout. *Electric Motors and Drives* is for non-specialist users of electric motors and drives. It fills the gap between specialist textbooks (which are pitched at a level which is too academic for the average user) and the more prosaic 'handbooks' which are filled with useful detail but provide little opportunity for the development of any real insight or understanding. The book explores most of the widely-used modern types of motor and drive, including conventional and brushless d.c., induction motors (mains and inverter-fed), stepping

motors, synchronous motors (mains and converter-fed) and reluctance motors.

Practical Signal Processing and Its Applications McGraw-Hill College
Written by experienced teachers and recognized experts in electrical engineering, *Handbook of Electrical Engineering Calculations* identifies and solves the seminal problems with numerical techniques for the principal branches of the field -- electric power, electromagnetic fields, signal analysis, communication systems, control systems, and computer engineering. It covers electric power engineering, electromagnetics, algorithms used in signal analysis, communication systems, algorithms used in control systems, and computer engineering. Illustrated with detailed equations, helpful drawings, and easy-to-understand tables, the book serves as a practical, on-the-job reference.

Basic Computer Engineering Precise
Imperial College Press
With breadth and depth of coverage, the *Encyclopedia of Computer Science and Technology*, Second Edition has a

multi-disciplinary scope, drawing together comprehensive coverage of the inter-related aspects of computer science and technology. The topics covered in this encyclopedia include: General and reference Hardware Computer systems organization Networks Software and its engineering Theory of computation Mathematics of computing Information systems Security and privacy Human-centered computing Computing methodologies Applied computing Professional issues Leading figures in the history of computer science The encyclopedia is structured according to the ACM Computing Classification System (CCS), first published in 1988 but subsequently revised in 2012. This classification system is the most comprehensive and is considered the de facto ontological framework for the computing field. The encyclopedia brings together the information and historical context that students, practicing professionals, researchers, and academicians need to have a strong and solid foundation in all aspects of computer science and

technology.

The Computer Engineering Handbook John Wiley & Sons

Principles of Computer System Design is the first textbook to take a principles-based approach to the computer system design. It identifies, examines, and illustrates fundamental concepts in computer system design that are common across operating systems, networks, database systems, distributed systems, programming languages, software engineering, security, fault tolerance, and architecture. Through carefully analyzed case studies from each of these disciplines, it demonstrates how to apply these concepts to tackle practical system design problems. To support the focus on design, the text identifies and explains abstractions that have proven successful in practice such as remote procedure call, client/service organization, file systems, data integrity, consistency, and authenticated messages. Most computer systems are built using a handful of such abstractions. The text describes how these abstractions are implemented, demonstrates how they are used in different systems, and prepares the reader to apply them in future designs. The book is recommended for junior and senior undergraduate students in Operating Systems, Distributed Systems, Distributed Operating Systems and/or Computer Systems Design courses; and

professional computer systems designers.

Features: Concepts of computer system design guided by fundamental principles. Cross-cutting approach that identifies abstractions common to networking, operating systems, transaction systems, distributed systems, architecture, and software engineering. Case studies that make the abstractions real: naming (DNS and the URL); file systems (the UNIX file system); clients and services (NFS); virtualization (virtual machines); scheduling (disk arms); security (TLS). Numerous pseudocode fragments that provide concrete examples of abstract concepts. Extensive support. The authors and MIT OpenCourseWare provide on-line, free of charge, open educational resources, including additional chapters, course syllabi, board layouts and slides, lecture videos, and an archive of lecture schedules, class assignments, and design projects.

E-Systems for the 21st Century Elsevier
"Covering virtually all areas of distribution engineering, this complete reference work examines the unique behavior of utilities and provides the practical knowledge necessary to solve real-world distribution problems. "

[What Every Engineer Should Know about Computer Modeling and Simulation](#) CRC Press

Security for Software Engineers is

designed to introduce security concepts to undergraduate software engineering students. The book is divided into four units, each targeting activities that a software engineer will likely be involved in within industry. The book explores the key areas of attack vectors, code hardening, privacy, and social engineering. Each topic is explored from a theoretical and a practical-application standpoint. Features: Targets software engineering students - one of the only security texts to target this audience. Focuses on the white-hat side of the security equation rather than the black-hat side. Includes many practical and real-world examples that easily translate into the workplace. Covers a one-semester undergraduate course. Describes all aspects of computer security as it pertains to the job of a software engineer and presents problems similar to that which an engineer will encounter in the industry. This text will equip students to make knowledgeable security decisions, be productive members of a security review team, and write code that protects a user's information assets.

[The Beginner's Guide to Engineering](#) Pearson Education India

This work covers all the major issues

that go into designing a real-time system, including task allocation, synchronization, fault-tolerance and reliability. Also included are exercises, performance measures, scheduling, real-time architectures and algorithms.

Active Network Analysis: Feedback Amplifier Theory (Second Edition) CRC Press

Computer Systems Engineering Management provides a superb guide to the overall effort of computer systems bridge building. It explains what to do before you get to the river, how to organise your work force, how to manage the construction, and what do when you finally reach the opposite shore. It delineates practical approaches to real-world development issues and problems presents many examples and case histories and explains techniques that apply to everything from microprocessors to mainframes and from person computer applications to extremely sophisticated systems

Structure and Interpretation of Computer Programs, second edition CRC Press

This book presents fundamental contributions to computer science as written and recounted by those who made the contributions themselves. As such, it is a highly original approach to a living history of the field of computer science. The scope of the book is broad in that it covers all aspects of

computer science, going from the theory of computation, the theory of programming, and the theory of computer system performance, all the way to computer hardware and to major numerical applications of computers.

How Things Work CRC Press

The 29th European Symposium on Computer Aided Process Engineering, contains the papers presented at the 29th European Symposium of Computer Aided Process Engineering (ESCAPE) event held in Eindhoven, The Netherlands, from June 16-19, 2019. It is a valuable resource for chemical engineers, chemical process engineers, researchers in industry and academia, students, and consultants for chemical industries. Presents findings and discussions from the 29th European Symposium of Computer Aided Process Engineering (ESCAPE) event

Formal Methods in Computer Science World Scientific

It has been many decades, since Computer Science has been able to achieve tremendous recognition and has been applied in various fields, mainly computer programming and software engineering. Many efforts have been taken to improve knowledge of researchers, educationists and others in the field of

computer science and engineering. This book provides a further insight in this direction. It provides innovative ideas in the field of computer science and engineering with a view to face new challenges of the current and future centuries. This book comprises of 25 chapters focusing on the basic and applied research in the field of computer science and information technology. It increases knowledge in the topics such as web programming, logic programming, software debugging, real-time systems, statistical modeling, networking, program analysis, mathematical models and natural language processing.

Power Distribution Engineering Elsevier
Theory and Design of Broadband Matching Networks centers on the network theory and its applications to the design of broadband matching networks and amplifiers. Organized into five chapters, this book begins with a description of the foundation of network theory. Chapter 2 gives a fairly complete exposition of the scattering matrix associated with an n-port network. Chapter 3 considers the approximation problem along with a discussion of the approximating functions. Chapter 4 explains the Youla's theory of

broadband matching by illustrating every phase of the theory with fully worked out examples. The extension of Youla's theory to active load impedance is taken up in Chapter 5. This book will be useful as a reference for practicing engineers who wish to learn how the modern network theory can be applied to the design of many practical circuits.

Electric Motors and Drives Morgan Kaufmann

This book presents a brief description of what constitutes computer modeling and simulation with techniques given to get a feel for how some of the simulation software packages involving hundreds of thousands of lines of code were developed.

Computer Electronics Mit Press

Computer games represent a significant software application domain for innovative research in software engineering techniques and technologies. Game developers, whether focusing on entertainment-market opportunities or game-based applications in non-entertainment domains, thus share a common interest with software engineers and developers on how to best engineer game software. Featuring contributions from leading experts in software engineering, the book

provides a comprehensive introduction to computer game software development that includes its history as well as emerging research on the interaction between these two traditionally distinct fields. An ideal reference for software engineers, developers, and researchers, this book explores game programming and development from a software engineering perspective. It introduces the latest research in computer game software engineering (CGSE) and covers topics such as HALO (Highly Addictive, socialLy Optimized) software engineering, multi-player outdoor smartphone games, gamifying sports software, and artificial intelligence in games. The book explores the use of games in software engineering education extensively. It also covers game software requirements engineering, game software architecture and design approaches, game software testing and usability assessment, game development frameworks and reusability techniques, and game scalability infrastructure, including support for mobile devices and web-based services.

A First Course in Electrical and Computer Engineering MIT Press

There are many books on computers, networks, and software engineering but none that integrate the three with applications. Integration is important because, increasingly, software dominates

the performance, reliability, maintainability, and availability of complex computer and systems. Books on software engineering typically portray software as if it exists in a vacuum with no relationship to the wider system. This is wrong because a system is more than software. It is comprised of people, organizations, processes, hardware, and software. All of these components must be considered in an integrative fashion when designing systems. On the other hand, books on computers and networks do not demonstrate a deep understanding of the intricacies of developing software. In this book you will learn, for example, how to quantitatively analyze the performance, reliability, maintainability, and availability of computers, networks, and software in relation to the total system. Furthermore, you will learn how to evaluate and mitigate the risk of deploying integrated systems. You will learn how to apply many models dealing with the optimization of systems. Numerous quantitative examples are provided to help you understand and interpret model results. This book can be used as a first year graduate course in computer, network, and software engineering; as an on-the-job reference for

computer, network, and software engineers; and as a reference for these disciplines.

Computer Games and Software Engineering CRC Press

This textbook gives a fresh approach to an introductory course in signal processing. Its unique feature is to alternate chapters on continuous-time (analog) and discrete-time (digital) signal processing concepts in a parallel and synchronized manner. This presentation style helps readers to realize and understand the close relationships between continuous and discrete time signal processing, and lays a solid foundation for the study of practical applications such as the analysis and design of analog and digital filters. The compendium provides motivation and necessary mathematical rigor. It generalizes the Fourier transform to Laplace and Z transforms, applies these transforms to linear system analysis, covers the time and frequency-domain analysis of differential and difference equations, and presents practical applications of

these techniques to convince readers of their usefulness. MATLAB® examples are provided throughout, and over 100 pages of solved homework problems are included in the appendix. Contents: Introduction to Signal Processing Discrete-Time Signals and Operations Continuous-Time Signals and Operations Frequency Analysis of Discrete-Time Signals Frequency Analysis of Continuous-Time Signals Sampling Theory and Practice Frequency Analysis of Discrete-Time Systems Frequency Analysis of Continuous-Time Systems Z-Domain Signal Processing S-Domain Signal Processing Applications of Z-Domain Signal Processing Applications of S-Domain Signal Processing Appendix: Solved Homework Problems Readership: Researchers, academics, professionals and undergraduate students in signal processing. Keywords: Signal Processing; Introduction; Analog and Digital; Practical; Applications; Solved Homework Problems Review: 0 **Information Technology and Computer**

Application Engineering CreateSpace
Developing projects outside of a classroom setting can be intimidating for students and is not always a seamless process. Real-World Software Projects for Computer Science and Engineering Students is a quick, easy source for tackling such issues. Filling a critical gap in the research literature, the book: Is ideal for academic project supervisors. Helps researchers conduct interdisciplinary research. Guides computer science students on undertaking and implementing research-based projects This book explains how to develop highly complex, industry-specific projects, touching on real-world complexities of software developments. It shows how to develop projects for students who have not yet had the chance to gain real-world experience, providing opportunity to become familiar with the skills needed to implement projects using standard development methodologies. The book is also a great source for teachers of undergraduate students in software engineering and computer science as it can help students prepare for risk and uncertainty that is typical of software development in industrial settings *Computer Engineering* Elsevier
This textbook is intended to introduce the student of electronics to the fundamentals of digital circuits, both combinational and sequential, in a reasonable and systematic

manner. It proceeds from basic logic concepts to circuits and designs.