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"The chapters in this volume offer useful case studies, technical roadmaps, lessons learned, and a few prescriptions todo this, avoid that."-From the Foreword by Joe LaCugna, Ph.D., Enterprise Analytics and Business Intelligence, Starbucks Coffee Company
With the growing barrage of "big data," it becomes vitally important for organizations to mak This book is evolved from the experience of the author who taught all lab courses in his three decades of teaching in various universities in India. The objective of this lab manual is to provide information to undergraduate students to practice experiments in electronics laboratories. This book covers 118 experiments for linear/analog integrated circuits lab, communication engineering lab, power electronics lab, microwave lab and optical communication lab. The experiments described in this book enable the students to learn: • Various analog integrated circuits and their functions • Analog and digital communication techniques • Power electronics circuits and their functions • Microwave equipment and components • Optical communication devices This book is intended for the B.Tech students of Electronics and Communication Engineering, Electrical and Electronics Engineering, Biomedical Electronics, Instrumentation and Control, Computer Science, and Applied Electronics. It is designed not only for engineering students, but can also be used by BSc/MSc (Physics) and Diploma students. KEY FEATURES • Contains aim, components and equipment required, theory, circuit diagram, pin-outs of active devices, design, tables, graphs, alternate circuits, and troubleshooting techniques for each experiment • Includes viva voce and examination questions with their answers • Provides exposure on various devices TARGET AUDIENCE • B.Tech (Electronics and Communication Engineering, Electrical and Electronics Engineering, Biomedical Electronics, Instrumentation and Control, Computer Science, and Applied Electronics) • BSc/MSc (Physics) • Diploma (Engineering) For close to 30 years, "Basic Electrical Engineering" has been the go-to text for students of Electrical Engineering. Emphasis on concepts and clear mathematical derivations, simple language coupled with systematic development of the subject aided by illustrations makes this text a fundamental read on the subject. Divided into 17 chapters, the book covers all the major topics such as DC Circuits, Units of Work, Power and Energy, Magnetic Circuits, fundamentals of AC Circuits and Electrical Instruments and Electrical Measurements in a straightforward manner for students to understand. Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>. This is a concise presentation of the concepts underlying the design of digital communication systems, without the detail that can overwhelm students. Many examples, from the basic to the cutting-edge, show how the theory is used in the design of modern systems and the relevance of this theory will motivate students. The theory is supported by practical algorithms so that the student can perform computations and simulations. Leading edge topics in coding and wireless communication make this an ideal text for students taking just one course on the subject. Fundamentals of Digital Communications has coverage of turbo and LDPC codes in sufficient detail and clarity to enable hands-on implementation and performance evaluation, as well as 'just enough' information theory to enable computation of performance benchmarks to compare them against. Other unique features include space-time communication and geometric insights into noncoherent communication and equalization. This edition of Design of Machine Elements has been revised extensively to bring in

several new topics and update other contents. Plethora of solved examples and practice problems make this an excellent offering for the students and the teachers. Highlight. Laboratory Manual in Biotechnology Students "Microbiology covers the scope and sequence requirements for a single-semester microbiology course for non-majors. The book presents the core concepts of microbiology with a focus on applications for careers in allied health. The pedagogical features of the text make the material interesting and accessible while maintaining the career-application focus and scientific rigor inherent in the subject matter. Microbiology's art program enhances students' understanding of concepts through clear and effective illustrations, diagrams, and photographs. Microbiology is produced through a collaborative publishing agreement between OpenStax and the American Society for Microbiology Press. The book aligns with the curriculum guidelines of the American Society for Microbiology."--BC Campus website. It is clear that the development of large software systems is an extremely complex activity, which is full of various opportunities to introduce errors. Software engineering is the discipline that provides methods to handle this complexity and enables us to produce reliable software systems with maximum productivity. An Integrated Approach to Software Engineering is different from other approaches because the various topics are not covered in isolation. A running case study is employed throughout the book, illustrating the different activity of software development on a single project. This work is important and instructive because it not only teaches the principles of software engineering, but also applies them to a software development project such that all aspects of development can be clearly seen on a project. DIGITAL LOGIC offers the right balance of classical and up-to-date treatment of combinational and sequential logic design for a first digital logic design class. The author provides a thorough explanation of the design process, including completely worked examples beginning with simple examples and going on to problems of increasing complexity. This text contains PLD (Programmable Logic Design) coverage. Chapter 9 develops complete, worked EPROM, PLA, and EPLD design examples. The problems are developed in Chapter 7 as standard designs using SSI and MSI devices so that your students can see the difference between the two approaches. Management and Entrepreneurship provides a complete overview of managerial decision-making responsibilities and the role played by entrepreneurship in developing an organization. Starting with the definition of management, the various facets of managerial roles and a broad account of the history of development of management thought, the book provides in-depth discussions on the nature, importance, and purpose of planning. It elaborates further on the importance of organizing and staffing, and directing and controlling. The discussion moves on to introduce the concept of entrepreneurship as a business development tool. Special emphasis is placed on entrepreneurship in the Indian environment with detailed discussions on the development of small-scale industry, the role of institutional support, and the importance of preparation of projects for entrepreneurial ventures. The book lays emphasis on simplified definitions and point-wise presentation of theoretical concepts. By adopting an application-oriented approach, it also provides numerous real-life examples, vivid illustrations, and inspirational case studies which play the dual role of explaining concepts as well as instilling entrepreneurial zeal in students. Basic knowledge about fluid mechanics is required in various areas of water resources engineering such as designing hydraulic structures and turbomachinery. The applied fluid mechanics laboratory course is designed to enhance civil engineering students' understanding and knowledge of experimental methods and the basic principle of fluid mechanics and apply those concepts in practice. The lab manual provides students with an overview of ten different fluid mechanics laboratory experiments and their practical applications. The objective, practical applications, methods, theory, and the equipment required to perform each experiment are presented. The experimental procedure, data collection, and presenting the results are explained in detail. LAB Ideal for advanced undergraduate and first-year graduate courses in analog filter design and signal processing, Design of Analog Filters integrates theory and practice in order to provide a modern and practical "how-to" approach to design. : This book mainly for under graduate students who have interest in computer graphics. Here, we have aligned the fundamental knowledge of computer graphics and practical approach. Entire book shows clarity of basic concepts and principles and it's implementation using programming language. Open source tool as Open-GL, with C programming used. This book reviews computer calculations and programming strategies for indicating and producing movement for graphical articles, or at least, Computer graphics. It is basically about two and three-dimensional (3D) Computer graphics. The primary audience is advanced undergraduate or beginning graduate students in Computer Science. Computer graphics developers who need to gain proficiency with the rudiments of computer animation programming and specialists who use programming bundles to produce computer animation (digital illustrators) who need to more readily comprehend the fundamental computational issues of animation programming will likewise profit from this book. This book presents a large number of the significant ideas of Computer graphics to under graduate students and beginners. A few of these ideas are not new: They have previously showed up in generally accessible academic distributions, specialized reports, course books, and lay-press articles. The advantage of writing a textbook sometime after the appearance of an idea is that its long-term impact can be understood better and placed in a larger context. Our aim has been to treat ideas with as much sophistication as possible (which includes omitting ideas that are no longer as important as they once were), while still introducing beginning students to the subject lucidly and gracefully. Web Technologies is specially designed as a

textbook for undergraduate students of Computer Science & Engineering and Information Technology and postgraduate students of Computer Applications. The book seeks to provide a thorough understanding of fundamentals of Web Technologies. Divided into four sections, the book first introduces basic concepts such as Introduction to Web, HTTP, Java Network Programming, HTML, and Cascading Style Sheets (CSS). The following three sections describe various applications of web technologies, namely, XML, client-side scripting, and server-side scripting. The second section on XML Technologies focuses on concepts such as XML Namespace, DTD, and Schema, parsing in XML, concept of XPath, XML Transformation and other XML technologies. The third section dealing with client-side programming includes JavaScript and Applets and the last section introduces server-side programming including CGI, Servlets, JSP, and Introduction to J2EE. Presenting the concepts in comprehensive and lucid manner, the book includes numerous real-world examples and codes for better understanding of the subject. Moreover, the text is supported with illustrations, screenshots, review questions, and exercises. This manual is specially written for Students who are interested in understanding Structured Query Language and PL-SQL concepts in the Computer Engineering and Information technology field and wants to gain enhance knowledge about power of SQL Language in Relational Database Management System Development. The manual covers practical point of view in all aspects of SQL and PL/SQL including DDL, DML, DCL sublanguages, also there are practices for Views, Group by, Having Clause. All PL-SQL concepts like Condition and Loop Structures, Functions and Procedures, Cursor, Triggers, Locks are illustrated using best examples

Computer Fundamentals and Programming in C is designed to serve as a textbook for the undergraduate students of engineering, computer science, computer applications, and information technology. The book seeks to provide a thorough overview of all the fundamental concepts related to computer science and programming. It lays down the foundation for all the advanced courses that a student is expected to learn in the following semesters. This Second Edition contains 18 experiments in Fluid Mechanics, selected from the prescribed curriculum of various universities and institutes. The laboratory work in Fluid Mechanics is undertaken by the undergraduate engineering students of several branches such as civil, mechanical, production, aerospace, chemical, biotechnology, electrical (wherever prescribed), and instrumentation and control (wherever prescribed). The first part of the book allows the students to review the fundamental theory before stepping into the laboratory environment. The second part enumerates the experimental set-ups, and provides a concluding discussion of each experiment. Appendix A gives various questions based on each experiment to test the student's understanding of the learned material. Appendix B gives data on physical properties of water, air and some commonly used fluids in the laboratory, and also lists other standard data to be used in various experiments. For over 15 years "Principles of Electrical Machines" is an ideal text for students who look to gain a current and clear understanding of the subject as all theories and concepts are explained with lucidity and clarity. Succinctly divided in 14 chapters, the book delves into important concepts of the subject which include Armature Reaction and Commutation, Single-phase Motors, Three-phase Induction motors, Synchronous Motors, Transformers and Alternators with the help of numerous figures and supporting chapter-end questions for retention. Lab Manual This second edition of the bestselling Learning XML provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML. The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of markup-- demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. Learning XML is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text. For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. Learning XML also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices. Learning XML illustrates the core XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate documents but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, Learning XML, will give you the roadmap you need. In Computer Aided Engineering Drawing, the author draws upon his vast experience of teaching and presents a student friendly step-by-step demonstrative approach, similar to that of classroom teaching. Key Features: * Use of updated B.I.S. conventions. * Incorporates standard assumptions in case of incomplete data by framing special problems. * Introduces various softwares for computer-aided engineering drawings. * Includes solved problems using different methods. * A concise summary at the end of each chapter for quick revision. * Includes solutions to difficult problems using 3-D diagrams. * Examination problems of VTU and other universities have been included in the exercise section for practice. Hints have been given to solve the

problems where necessary. * The complete book has been written with classroom teaching approach. R and Data Mining introduces researchers, post-graduate students, and analysts to data mining using R, a free software environment for statistical computing and graphics. The book provides practical methods for using R in applications from academia to industry to extract knowledge from vast amounts of data. Readers will find this book a valuable guide to the use of R in tasks such as classification and prediction, clustering, outlier detection, association rules, sequence analysis, text mining, social network analysis, sentiment analysis, and more. Data mining techniques are growing in popularity in a broad range of areas, from banking to insurance, retail, telecom, medicine, research, and government. This book focuses on the modeling phase of the data mining process, also addressing data exploration and model evaluation. With three in-depth case studies, a quick reference guide, bibliography, and links to a wealth of online resources, R and Data Mining is a valuable, practical guide to a powerful method of analysis. Presents an introduction into using R for data mining applications, covering most popular data mining techniques Provides code examples and data so that readers can easily learn the techniques Features case studies in real-world applications to help readers apply the techniques in their work The MSP430 microcontroller family offers ultra-low power mixed signal, 16-bit architecture that is perfect for wireless low-power industrial and portable medical applications. This book begins with an overview of embedded systems and microcontrollers followed by a comprehensive in-depth look at the MSP430. The coverage included a tour of the microcontroller's architecture and functionality along with a review of the development environment. Start using the MSP430 armed with a complete understanding of the microcontroller and what you need to get the microcontroller up and running! Details C and assembly language for the MSP430 Companion Web site contains a development kit Full coverage is given to the MSP430 instruction set, and sigma-delta analog-digital converters and timers

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