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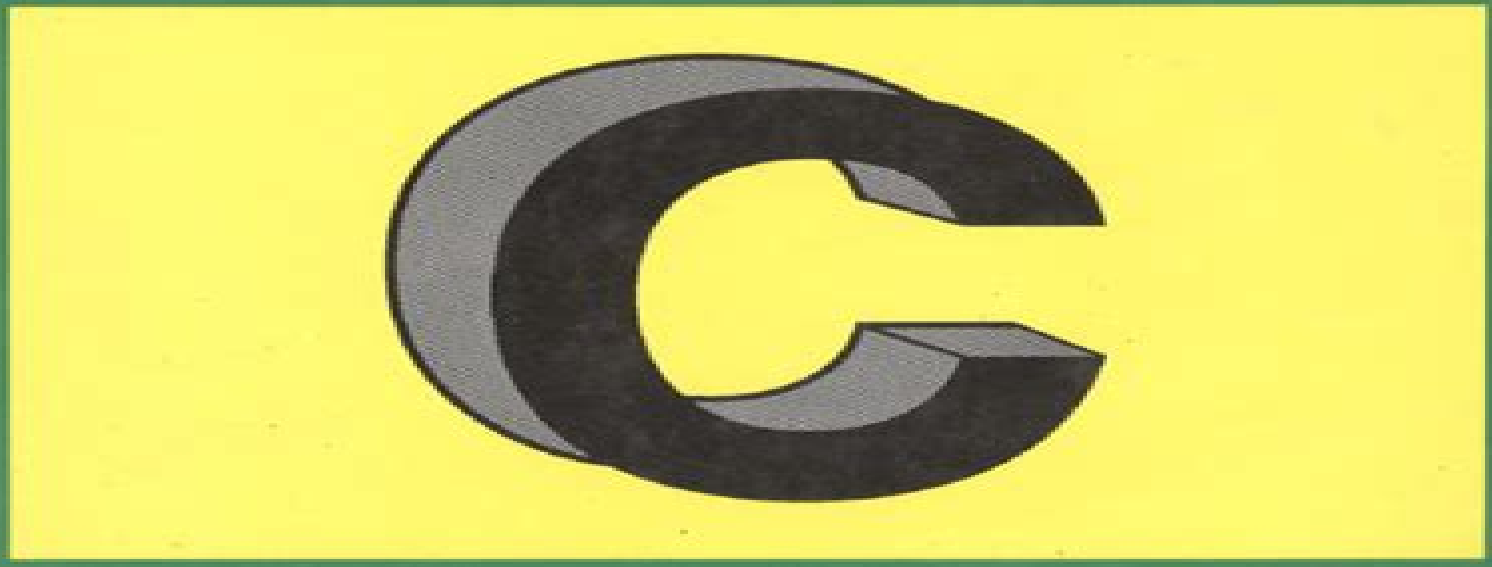

V. RAJARAMAN

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COMPUTER PROGRAMMING IN C, SECOND EDITION RAJARAMAN, V.,2019-01-01 The book now in its Second Edition follows the structure of the first edition It introduces computer programming to a beginner using the programming language C The version of C used is the one standardised by the American National Standards Institute ANSI C C has rapidly gained users due to its efficiency availability of rich data structures a large variety of operators and its affinity to the UNIX operating system C is a difficult language to learn if it is not methodically approached The attempt has been to introduce the basic aspects of C to enable the student to quickly start writing C programs and postpone more difficult features of C to later chapters After reading the first eleven chapters a beginner can start writing complete programs to solve useful problems Difficult concepts such as the use of pointers and recursion are explained lucidly with many examples The book is eminently suitable for undergraduate and postgraduate students of computer science engineering students as per the prescribed syllabus of several universities KEY FEATURES A self contained introduction to programming for beginners using the C language Eminently suitable for self study even by high school students All important programming language features illustrated with over 100 example programs Good style in programming explained and illustrated NEW TO THE SECOND EDITION Chapters with programs have a new section at the end giving style notes relevant to that chapter Every chapter is reviewed and revised correcting minor errors Appendix I is rewritten to enable students to execute programs on desktop or laptop computers using Linux or Windows environment TARGET AUDIENCE BE B Tech CSE BCA MCA B Sc M Sc Computer Science *COMPUTER BASICS AND C PROGRAMMING* RAJARAMAN, V.,2008-08-19 This book introduces students to the basics of computers software and internet along with how to program computers using the C language It is intended for an introductory course that gives beginning engineering and science students a firm rooting in the fundamental principles of computers and information technology and also provides invaluable insights into key concepts of computing through development of skills in programming and problem solving using C language To this end the book is eminently suitable for the first year engineering students of all branches and MCA students as per the prescribed syllabus of several universities C is a difficult language to learn if it is not methodically introduced The book explains C and its basic programming techniques in a way suitable for beginning students It begins by giving students a solid foundation in algorithms to help them grasp the overall concepts of programming a computer as a problem solving tool Simple aspects of C are introduced first to enable students to quickly start writing programs More difficult concepts in the latter parts of the book such as pointers and their use have been presented in an accessible manner making the learning of C an exciting and interesting experience The methodology used is to illustrate each new concept with a program and emphasize a good style in programming to allow students to gain sufficient skills in problem solving KEY FEATURES Self contained introduction to both computers and programming for beginners All important features of C illustrated with over 100 examples Good style in programming

emphasized Laboratory exercises on applications of MS Office namely Word processing Spreadsheet PowerPoint are included

INTRODUCTION TO INFORMATION TECHNOLOGY, THIRD EDITION RAJARAMAN, V.,2018-01-01 This textbook is designed to teach a first course in Information Technology IT to all undergraduate students In view of the all pervasive nature of IT in today s world a decision has been taken by many universities to introduce IT as a compulsory core course to all Bachelor s degree students regardless of their specialisation This book is intended for such a course The approach taken in this book is to emphasize the fundamental Science of Information Technology rather than a cook book of skills Skills can be learnt easily by practice with a computer and by using instructions given in simple web lessons that have been cited in the References The book defines Information Technology as the technology that is used to acquire store organize process and disseminate processed data namely information The unique aspect of the book is to examine processing all types of data numbers text images audio and video data As IT is a rapidly changing field we have taken the approach to emphasize reasonably stable fundamental concepts on which the technology is built A unique feature of the book is the discussion of topics such as image audio and video compression technologies from first principles We have also described the latest technologies such as e wallets and cloud computing The book is suitable for all Bachelor s degree students in Science Arts Computer Applications and Commerce It is also useful for general reading to learn about IT and its latest trends Those who are curious to know the principles used to design jpg mp3 and mpeg4 compression the image formats bmp tiff gif png and jpg search engines payment systems such as BHIM and Paytm and cloud computing to mention a few of the technologies discussed will find this book useful KEY FEATURES Provides comprehensive coverage of all basic concepts of IT from first principles Explains acquisition compression storage organization processing and dis semination of multimedia data Simple explanation of mp3 jpg and mpeg4 compression Explains how computer networks and the Internet work and their applications Covers business data processing World Wide Web e commerce and IT laws Discusses social impacts of IT and career opportunities in IT and IT enabled services Designed for self study with every chapter starting with learning objectives and concluding with a comprehensive summary and a large number of exercises **COMPUTER ORIENTED NUMERICAL METHODS, FOURTH EDITION** RAJARAMAN, V.,2018-11-01 This book is a concise and lucid introduction to computer oriented numerical methods with well chosen graphical illustrations that give an insight into the mechanism of various methods The book develops computational algorithms for solving non linear algebraic equation sets of linear equations curve fitting integration differentiation and solving ordinary differential equations OUTSTANDING FEATURES Elementary presentation of numerical methods using computers for solving a variety of problems for students who have only basic level knowledge of mathematics Geometrical illustrations used to explain how numerical algorithms are evolved Emphasis on implementation of numerical algorithm on computers Detailed discussion of IEEE standard for representing floating point numbers Algorithms derived and presented using a simple English based structured language Truncation and rounding

errors in numerical calculations explained Each chapter starts with learning goals and all methods illustrated with numerical examples Appendix gives pointers to open source libraries for numerical computation **Computer Graphics** DESAI, APURVA A.,2008-10-22 This text not only covers all topics required for a fundamental course in computer graphics but also emphasizes a programming oriented approach to computer graphics The book helps the students in understanding the basic principles for design of graphics and in developing skills in both two and three dimensional computer graphics systems Written in an accessible style the presentation of the text is methodical systematic and gently paced covering a range of essential and conceivable aspects of computer graphics which will give students a solid background to generate applications for their future work The book divided into 11 chapters begins with a general introduction to the subject and ends with explaining some of the exciting graphics techniques such as animation morphing digital image processing fractals and ray tracing Along the way all the concepts up to two dimensional graphics are explained through programs developed in C This book is intended to be a course text for the B Tech M Tech students of Computer Science and Engineering the B Tech students of Information Technology and the M Sc students pursuing courses in Computer Science Information Science and Information Technology as well as the students of BCA and MCA courses Key Features Fundamentals are discussed in detail to help the students understand all the needed theory and the principles of computer graphics Extensive use of figures to convey even the simplest concepts Chapter end exercises include conceptual questions and programming problems

Numerical Methods with C++ Programming NITA H. SHAH,2008-12-15 The rapid development of high speed digital computers and the increasing desire for numerical answers to applied problems have led to increased demands in the courses dealing with the methods and techniques of numerical analysis Numerical methods have always been useful but their role in the present day scientific research has become prominent For example they enable one to find the roots of transcendental equations and in solving nonlinear differential equations Indeed they give the solution when ordinary analytical methods fail This well organized and comprehensive text aims at enhancing and strengthening numerical methods concepts among students using C programming a fast emerging preferred programming language among software developers The book provides an synthesis of both theory and practice It focuses on the core areas of numerical analysis including algebraic equations interpolation boundary value problem and matrix eigenvalue problems The mathematical concepts are supported by a number of solved examples Extensive self review exercises and answers are provided at the end of each chapter to help students review and reinforce the key concepts KEY FEATURES C programs are provided for all numerical methods discussed More than 400 unsolved problems and 200 solved problems are included to help students test their grasp of the subject The book is intended for undergraduate and postgraduate students of Mathematics Engineering and Statistics Besides students pursuing BCA and MCA and having Numerical Methods with C Programming as a subject in their course will benefit from this book *Computer Programming in C* V. RajaRaman,2011 **Learn to Program with C**

Noel Kalicharan,2015-12-16 This book teaches computer programming to the complete beginner using the native C language As such it assumes you have no knowledge whatsoever about programming The main goal of this book is to teach fundamental programming principles using C one of the most widely used programming languages in the world today We discuss only those features and statements in C that are necessary to achieve our goal Once you learn the principles well they can be applied to any language If you are worried that you are not good at high school mathematics don t be It is a myth that you must be good at mathematics to learn programming C is considered a modern language even though its roots date back to the 1970s Originally C was designed for writing systems programs things like operating systems editors compilers assemblers and input output utility programs But today C is used for writing all kinds of applications programs as well word processing programs spreadsheet programs database management programs accounting programs games robots embedded systems electronics i e Arduino educational software the list is endless Note Appendices A D are available as part of the free source code download at the Apress website What You Will Learn How to get started with programming using the C language How to use the basics of C How to program with sequence selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For This book is intended for anyone who is learning programming for the first time Basics of Computer, Programming and C Udayakumar G.Kulkarni,2021-03-30 This eBook discusses about basics of Computer and programming in simple terms and then introduces C learning tutorial on Mobile Phone For free ebooks link and free c c project codes visit my online store https sites google com view bb onlinestore projects code download section **A First Course in Programming with C** Jeyapoovan T.,2004-07-01 C is a popular programming language which is commonly used by scientists and engineers to write programs for any specific application C is also a widely accepted programming language in the software industries This beginner s guide to computer programming is for student programmers to effectively write programs for solving numerical problems All that is required of a beginner programmer is not experience in computing but interest in computing The programs illustrated in the book have been accumulated experimented and tested by the author during his teaching of the subject to a few thousand students in over a decade In addition numerous problems are adapted form university question papers Short questions and answers and objective questions are an added feature All these would build confidence of the students and those appearing for interview viva voce in a practical lab The special topic of the book is C graphics and animation which helps students develop simple programs to generate geometrical and graphical objects Programming In C D Ravichandran,1996 It Introduces The C Programming Language To Both The Computer Novices And To The Advanced Software Engineers In A Well Organized And Systematic Manner It Does Not Assume Any Preliminary Knowledge Of Computer Programming Of A Reader It Covers Almost All Topics With Numerous Illustrative Examples And Well Graded Problems Some Of The Chapters Such As Pointers Preprocessors Structures Unions And The File Operations Are Thoroughly Discussed With Suitable Number Of Examples The

Source Code Of The Editor Package Has Been Included As An Appendix Of The Book *Mastering C in 10 Days Computer Programming Language* Shekhar Pratap Singh,2002-11-01 **C Programming** Shubhnandan Jamwal,2014 Programming in C is an introductory level text book which follows a practical approach to help the students learn programming in a procedural manner It discusses the line by line explanation of concepts and logic used in the programs All the programs in the book are fully tested and compiled **C Programming for the Absolute Beginner, Third Edition** Keith Davenport,Michael Vine,2014 Are you an aspiring computer programmer C PROGRAMMING FOR THE ABSOLUTE BEGINNER will teach you fundamental computer programming skills in this powerful programming language and no previous experience is required This fun and friendly guide will lead you step by step through C programming with clear explanations and plenty of examples and illustrations Each chapter includes a simple fully functional game project that will test your new programming knowledge and let you put your skills to work Helpful appendixes feature reference material such as common C library functions common UNIX commands and more The C compiler used throughout the book is available as a free download The best way to learn programming is by doing Start programming today with C PROGRAMMING FOR THE ABSOLUTE BEGINNER *Computer Programming in C* A. Rajeswari,C. M. Nalayini,2017 *C Programming for Beginners* iCode Academy,2017-04-08 Are You Ready To Learn C Programming Easily This book is also designed for software programmers who want to learn the C programming language from scratch It provides you with an adequate understanding of the programming language From there you can bring yourself towards a higher level of expertise While you are not really required to have any previous experience with computer programming you still need to have a basic understanding of the terms commonly used in programming and computers You see the C language is one of the most recommended computer programming languages for beginners After all it is a predecessor to many of the modern programming languages used today such as Java and Python In other words before you can effectively learn these languages you have to have a clear understanding of the C language first Through this book you will learn how to write your first programs and see how they work in real time You have to keep in mind that it is perfectly okay to make mistakes every now and then It is through these mistakes that you learn So when you encounter an error on your program you just have to study the part where you went wrong and redo it When you run the programs in the C language you will be notified in case you made a mistake You will see the error and know which line you have to modify This book features Frequently Asked Questions FAQ sections that are written with beginners like you in mind The author understands that beginners may have certain questions with regard to the elements of C that are not often discussed in books This book also teaches you how you can write the shortest programs possible without negatively affecting your output As a programmer you want to make the most of your available time and space while still being efficient You will also learn how to organise your codes and include remarks via comments so that you and your readers will not get confused Here Is What You ll Learn After Downloading This

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