
Computer Graphics Techmax

Mathematics for Computer Graphics
Algorithms and Applications
DESIGN AND ANALYSIS OF ALGORITHMS
Data Science and Machine Learning
Computer Graphics
Computer Graphics
Probabilistic Graphical Models
Python Programming
Principles, Devices and Applications
Combinatorics and Graph Theory
Machine Learning
Textbook of Engineering Drawing
Data Structures and Algorithm Analysis in Java, Third Edition
International Conference, AIM 2011, Nagpur, Maharashtra, India, April 21-22, 2011, Proceedings
A Cyber-Physical Systems Approach
On-Demand Strategies for Performance, Growth and Sustainability
C++ GUI Programming with Qt3
Information Technology for Management
Beginning C# Object-Oriented Programming
Python: Data Analytics and Visualization
Computer Graphics with An Introduction to Multimedia, 4th Edition
Working Drawings Handbook
Mathematical and Statistical Methods
Machine Drawing
An Introduction to Numerical Methods and Analysis
Principles and Practice
Digital Design and Computer Architecture, RISC-V Edition
Natural Language Processing
Computer Graphics, Animation, and Control
Data Structures and Algorithms in Java
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Learning Web Design
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Advanced Techniques and Emerging Applications
Simulating Humans
Information Technology and Mobile Communication
Confluence of Computer Vision and Computer Graphics
Principles and Techniques

YANG JOHNSON

Mathematics for Computer Graphics Prentice Hall

Covering every aspect of drawing preparation, both manual and computer-aided, this comprehensive manual is an essential tool for students, architects and architectural technologists. Showing what information is required on each type of document, how drawings relate to specifications, and how to organize and document your work, this handbook presents a fully illustrated guide to all the key methods and techniques. Thoroughly revised and redesigned, this fourth edition has brand new computer-generated drawings throughout and is updated to cover all aspects of computer use in the modern building design process.

Algorithms and Applications MIT Press

This book constitutes the refereed proceedings of the International Conference on Advances in Information Technology and Mobile Communication, AIM 2011, held at Nagpur, India, in April 2011. The 31 revised full papers presented together with 27 short papers and 34 poster papers were carefully reviewed and selected from 313 submissions. The papers cover all current issues in theory, practices, and applications of Information Technology, Computer and Mobile Communication Technology and related topics.

DESIGN AND ANALYSIS OF ALGORITHMS Oxford University Press on Demand

About the Book: Written by three distinguished authors with ample academic and teaching experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest st

Data Science and Machine Learning Addison-Wesley Professional

The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore

essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for each chapter, Digital Electronics includes: information on number systems, binary codes, digital arithmetic, logic gates and families, and Boolean algebra; an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits; up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation. A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers.

Computer Graphics PHI Learning Pvt. Ltd.

This comprehensive reference for professionals and students in the computer graphics field clearly explains how graphics programs work and how they generate realistic objects and animations. Topics include scan conversion methods, translations, rotations, moving in 3D, and perspective projections. The mathematics and geometry behind the computer graphics are also presented.

Computer Graphics John Wiley & Sons

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

Probabilistic Graphical Models S. Chand Publishing

Praise for the First Edition ". . . outstandingly appealing with regard to its style, contents, considerations of requirements of practice, choice of examples, and exercises." —Zentrablatt Math ". . . carefully structured with many detailed worked examples . . ." —The Mathematical Gazette ". . . an up-to-date and user-friendly account . . ." —Mathematika An Introduction to Numerical

Methods and Analysis addresses the mathematics underlying approximation and scientific computing and successfully explains where approximation methods come from, why they sometimes work (or don't work), and when to use one of the many techniques that are available. Written in a style that emphasizes readability and usefulness for the numerical methods novice, the book begins with basic, elementary material and gradually builds up to more advanced topics. A selection of concepts required for the study of computational mathematics is introduced, and simple approximations using Taylor's Theorem are also treated in some depth. The text includes exercises that run the gamut from simple hand computations, to challenging derivations and minor proofs, to programming exercises. A greater emphasis on applied exercises as well as the cause and effect associated with numerical mathematics is featured throughout the book. An Introduction to Numerical Methods and Analysis is the ideal text for students in advanced undergraduate mathematics and engineering courses who are interested in gaining an understanding of numerical methods and numerical analysis.

Python Programming Technical Publications

Understand, evaluate, and visualize data About This Book Learn basic steps of data analysis and how to use Python and its packages A step-by-step guide to predictive modeling including tips, tricks, and best practices Effectively visualize a broad set of analyzed data and generate effective results Who This Book Is For This book is for Python Developers who are keen to get into data analysis and wish to visualize their analyzed data in a more efficient and insightful manner. What You Will Learn Get acquainted with NumPy and use arrays and array-oriented computing in data analysis Process and analyze data using the time-series capabilities of Pandas Understand the statistical and mathematical concepts behind predictive analytics algorithms Data visualization with Matplotlib Interactive plotting with NumPy, Scipy, and MKL functions Build financial models using Monte-Carlo simulations Create directed graphs and multi-graphs Advanced visualization with D3 In Detail You will start the course with an introduction to the principles of data analysis and supported libraries, along with NumPy basics for statistics and data processing. Next, you will overview the Pandas package and use

its powerful features to solve data-processing problems. Moving on, you will get a brief overview of the Matplotlib API. Next, you will learn to manipulate time and data structures, and load and store data in a file or database using Python packages. You will learn how to apply powerful packages in Python to process raw data into pure and helpful data using examples. You will also get a brief overview of machine learning algorithms, that is, applying data analysis results to make decisions or building helpful products such as recommendations and predictions using Scikit-learn. After this, you will move on to a data analytics specialization—predictive analytics. Social media and IOT have resulted in an avalanche of data. You will get started with predictive analytics using Python. You will see how to create predictive models from data. You will get balanced information on statistical and mathematical concepts, and implement them in Python using libraries such as Pandas, scikit-learn, and NumPy. You'll learn more about the best predictive modeling algorithms such as Linear Regression, Decision Tree, and Logistic Regression. Finally, you will master best practices in predictive modeling. After this, you will get all the practical guidance you need to help you on the journey to effective data visualization. Starting with a chapter on data frameworks, which explains the transformation of data into information and eventually knowledge, this path subsequently cover the complete visualization process using the most popular Python libraries with working examples This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Python Data Analysis, Phuong Vo.T.H & Martin Czygan Learning Predictive Analytics with Python, Ashish Kumar Mastering Python Data Visualization, Kirthi Raman Style and approach The course acts as a step-by-step guide to get you familiar with data analysis and the libraries supported by Python with the help of real-world examples and datasets. It also helps you gain practical insights into predictive modeling by implementing predictive-analytics algorithms on public datasets with Python. The course offers a wealth of practical guidance to help you on this journey to data visualization

Principles, Devices and Applications New Age International
The book presents comprehensive coverage of fundamental computer graphics concepts in a simple, lucid, and systematic

way. It also introduces the popular OpenGL programming language with illustrative examples of the various functions in OpenGL. The book teaches you a wide range of exciting topics such as graphics devices, scan conversion, polygons, segments, 2D and 3D transformations, windowing and clipping, illumination models and shading algorithms, hidden line elimination algorithms, curves and fractals. The book also focuses on modern concepts like animation and gaming.

Combinatorics and Graph Theory BoD – Books on Demand
Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Machine Learning Franklin, Beedle & Associates, Inc.
Straight from Trolltech, this book covers all one needs to build industrial-strength applications with Qt 3.2.x and C++-- applications that run natively on Windows, Linux/UNIX, Mac OS X, and embedded Linux with no source code changes. Includes a CD with the Qt 3.2 toolset and Borland C++ compilers--including a noncommercial Qt 3.2 for Windows available nowhere else.
Textbook of Engineering Drawing Nirali Prakashan
This is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The

author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses.

Data Structures and Algorithm Analysis in Java, Third Edition
Springer Science & Business Media

A collection of original contributions by researchers who work at the forefront of a new field, lying at the intersection of computer vision and computer graphics. Several original approaches are presented to the integration of computer vision and graphics techniques to aid in the realistic modelling of objects and scenes, interactive computer graphics, augmented reality, and virtual studios. Numerous applications are also discussed, including urban and archaeological site modelling, modelling dressed humans, medical visualisation, figure and facial animation, real-time 3D teleimmersion telecollaboration, augmented reality as a new user interface concept, and augmented reality in the understanding of underwater scenes.

[International Conference, AIM 2011, Nagpur, Maharashtra, India, April 21-22, 2011, Proceedings](#) Confluence of Computer Vision and Computer Graphics

The volume of data that is generated, stored, and communicated across different industrial sections, business units, and scientific research communities has been rapidly expanding. The recent developments in cellular telecommunications and distributed/parallel computation technology have enabled real-time collection and processing of the generated data across different sections. On the one hand, the internet of things (IoT) enabled by cellular telecommunication industry connects various types of sensors that can collect heterogeneous data. On the other hand, the recent advances in computational capabilities such as parallel processing in graphical processing units (GPUs) and distributed processing over cloud computing clusters enabled the processing of a vast amount of data. There has been a vital need to discover important patterns and infer trends from a large volume of data (so-called Big Data) to empower data-driven decision-making processes. Tools and techniques have been

developed in machine learning to draw insightful conclusions from available data in a structured and automated fashion. Machine learning algorithms are based on concepts and tools developed in several fields including statistics, artificial intelligence, information theory, cognitive science, and control theory. The recent advances in machine learning have had a broad range of applications in different scientific disciplines. This book covers recent advances of machine learning techniques in a broad range of applications in smart cities, automated industry, and emerging businesses.

A Cyber-Physical Systems Approach PHI Learning Pvt. Ltd.

Confluence of Computer Vision and Computer Graphics Springer Science & Business Media

On-Demand Strategies for Performance, Growth and Sustainability Morgan Kaufmann

Information technology is ever-changing, and that means that those who are working, or planning to work, in the field of IT management must always be learning. In the new edition of the acclaimed *Information Technology for Management*, the latest developments in the real world of IT management are covered in detail thanks to the input of IT managers and practitioners from top companies and organizations from around the world. Focusing on both the underlying technological developments in the field and the important business drivers performance, growth and sustainability—the text will help students explore and understand the vital importance of IT's role vis-a-vis the three components of business performance improvement: people, processes, and technology. The book also features a blended learning approach that employs content that is presented visually, textually, and interactively to enable students with different learning styles to easily understand and retain information. Coverage of next

technologies is up to date, including cutting-edged technologies, and case studies help to reinforce material in a way that few texts can.

C++ GUI Programming with Qt3 Springer Science & Business Media

These notes were first used in an introductory course team taught by the authors at Appalachian State University to advanced undergraduates and beginning graduates. The text was written with four pedagogical goals in mind: offer a variety of topics in one course, get to the main themes and tools as efficiently as possible, show the relationships between the different topics, and include recent results to convince students that mathematics is a living discipline.

Information Technology for Management "O'Reilly Media, Inc."

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

Beginning C# Object-Oriented Programming World Scientific

Do you want to build web pages but have no prior experience?

This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you

learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics Prentice Hall Professional

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.