



PRINCETON INSTITUTE OF ENGINEERING & TECHNOLOGY FOR WOMEN

ChowdaryGuda-[V],

Narapally, Ghatkesar .Mandal, R.R. District -501 301

(Affiliated to JNTUH, Hyderabad)

Some DELNET Books Titles

- 1 StructuralBridge Engineering
- 2 HighPerformance Concrete Technologyand Applications
- 3 EnergyEfficiencySolutionsforHistoric Buildings
- 4 TheDelftSand,ClayandRockCuttingModel
- 5 AManualOfLandSurveying
- 6 ImaginingtheFutureCity:London2062
- 7 Asphalt:ItsComposition,PropertiesandUses
- 8 ProductivityImprovementin BuildingLife Cycle
- 9 StructuralEngineering,AnalysisandDesign
- 10 ReinforcedConcrete:Theory andPractice
- 11 WoodHandbook: WoodasanEngineeringMaterial
- 12 FundamentalsofConstructionManagement
- 13 AdvancesonAnalysisandControlofVibrations:Theory &Applications
- 14 EarthquakeEngineering
- 15 ConcreteandReinforcedConcrete
- 16 ConcreteEngineers' Handbook
- 17 PrinciplesofHighwayEngineering
- 18 Monitoringof InternalMoistureLoadsin Residential Buildings
- 19 PracticalAstronomyforEngineers
- 20 ElementaryApplied Mechanics
- 21 MethodsandTechniquesinUrbanEngineering
- 22 EarthquakeEngineeringforConcreteDams
- 23 TheMechanicalPropertiesof Wood
- 24 ModernMasonry:NaturalStoneandClayProducts
- 25 SciencePertainingToCivil Engineering
- 26 SeismicDesignforBuildings
- 27 ProjectManagementforConstruction



- 28 Practical Astronomy
- 29 Robotics and Automation in Construction
- 30 Basic Concepts in Turbomachinery
- 31 Roller Coaster Physics
- 32 Concise Hydraulics
- 33 Design of Wood Frame Structures for Permanence
- 34 Heavy Timber Construction
- 35 Tongue and Groove Roof Decking
- 36 Details for Conventional Wood Frame Construction
- 37 Plank-And-Beam Framing for Residential Buildings
- 38 Computer Analysis & Reinforced Concrete Design of Beams
- 39 Electric Load Forecasting: Fundamentals and Best Practices
- 40 Power Factor Correction (PFC) Handbook
- 41 Electrical Power
- 42 Electric Drive Systems and Operation
- 43 Power Quality Harmonics Analysis & Real Measurements Data
- 44 Electrical Generation & Distribution Systems & Power Quality Disturbances
- 45 Notes for an Introductory Course on Electrical Machines & Drives
- 46 Transformer Practice: Manufacture, Assembling, Connections, Operation & Testing
- 47 Sun Power: The Global Solution for the Coming Energy Crisis
- 48 Power Quality
- 49 Wind Turbines
- 50 Electric Machines and Drives
- 51 Introduction to Power Electronics
- 52 Wind Energy Systems
- 53 Power Electronics: Devices, Drivers, Applications & Passive Components
- 54 .NET Technology Guide for Business Applications
- 55 ASP.NET Web Deployment using Visual Studio
- 56 .NET Reference Guide
- 57 Under the Hood of .NET Memory Management
- 58 Introduction to .NET Framework 3.0
- 59 Getting Started with Metro Apps
- 60 Test Driven .NET Development with FitNesse
- 61 FSharp Programming
- 62 Developer's Guide to Microsoft Prism
- 63 ShovelIt, FizzBuzz: How to Find and Land a .NET Development Job

64 [Developer's Guide to Microsoft Enterprise Library, C# Edition](#)
65 [Parallel Programming with Microsoft .NET](#)

66 [Moving to Visual Studio 2010](#)
67 [Team Development with Visual Studio Team Foundation Server](#)
68 [.NET for Visual Fox Pro Developers](#)
69 [Application Architecture for .NET: Designing Applications & Services](#)
70 [Design and Implementation Guidelines for Web Clients](#)
71 [Visual Studio .Net: Controls and Add-ins](#)
72 [Visual Studio .Net with C#](#)
73 [Sams Teach Yourself Visual Studio .NET 2003 in 21 Days](#)
74 [Improving Web Application Security: Threats and Countermeasures](#)
75 [Enterprise Solution Patterns Using Microsoft .Net: Ver. 2.0](#)
76 [COM and .NET Interoperability](#)
77 [Dissecting a C# Application: Inside Sharp Develop](#)
78 [Ada Quality and Style Guide](#)
79 [Introducing Ada95](#)
80 [Ada-95: A guide for C and C++ programmers](#)
81 [Ada95 Reference Manual](#)
82 [Ada in Action, Second Edition](#)
83 [Ada95 Rationale - The Language - The Standard Libraries](#)
84 [Quick Ada](#)
85 [The Big Online Book of Linux Ada Programming](#)
86 [Ada95: The Lovelace Tutorial](#)
87 [Ada Programming](#)
88 [Object Oriented Software in Ada95](#)
89 [Ada95: The Craft of Object-Oriented Programming](#)
90 [Ada Distilled](#)
91 [Elementary Algorithms](#)
92 [Notes on Data Structures and Programming Techniques](#)
93 [Purely Functional Data Structures](#)
94 [Algorithms and Data Structures: With Applications to Graphics and Geometry](#)
95 [LEDA: A Platform for Combinatorial and Geometric Computing](#)
96 [Fundamental Data Structures](#)
97 [Computer Arithmetic of Geometrical Figures: Algorithms & Hardware Design](#)
98 [Introduction to Design Analysis of Algorithms](#)



- 99 [OpenDataStructures:AnIntroduction](#)
- 100 [ProblemSolvingwithAlgorithmsandDataStructuresUsing Python](#)
- 101 [Algorithms](#)
- 102 [DataStructuresandAlgorithmAnalysisinJava](#)
- 103 [DataStructuresandAlgorithmAnalysisinC++](#)
- 104 [Randomized Algorithms](#)
- 105 [SearchAlgorithmsandApplications](#)
- 106 [AlgorithmsandDataStructures:TheBasicToolbox](#)
- 107 [AlgorithmsandDataStructuresforExternal Memory](#)
- 108 [VectorModels forData-Parallel Computing](#)
- 109 [TheDesignofApproximation Algorithms](#)
- 110 [TheArtofComputerProgramming,Volume 4](#)
- 111 [APracticalIntroductionto DataStructures andAlgorithm Analysis](#)
- 112 [EssentialsofMetaheuristics](#)
- 113 [EfficientAlgorithmsforSortingandSynchronization](#)
- 114 [Lecture Notes onBucketAlgorithms](#)
- 115 [ModernComputerArithmetic](#)
- 116 [DataStructuresandAlgorithms](#)
- 117 [KnapsackProblems:AlgorithmsandComputer Implementations](#)
- 118 [AverageCaseAnalysisofAlgorithmson Sequences](#)
- 119 [AlgorithmsandData Structures](#)
- 120 [AlgorithmsforClustering Data](#)
- 121 [TabuSearch](#)
- 122 [Algorithms](#)
- 123 [GreedyAlgorithms](#)
- 124 [DataStructuresandAlgorithms:AnnotatedReferencewith Examples](#)
- 125 [AlgorithmsforModularEllipticCurves](#)
- 126 [Algorithms](#)
- 127 [Algorithms:FundamentalTechniques](#)
- 128 [ComputationalGeometry: MethodsandApplications](#)
- 129 [AlgorithmicMathematics](#)
- 130 [PlanningAlgorithms](#)
- 131 [ProblemsonAlgorithms,2ndedition](#)

- 132 Design and Analysis of Computer Algorithms
- 133 Design and Analysis of Algorithms
- 134 A=B
- 135 Combinatorial Algorithms
- 136 Algorithms and Complexity
- 137 Algorithm Implementation
- 138 Clever Algorithms: Nature-Inspired Programming Recipes
- 139 Text Algorithms
- 140 Matters Computational: Ideas, Algorithms, Source Code
- 141 Sequential and Parallel Sorting Algorithms
- 142 Sorting and Searching Algorithms: A Cookbook
- 143 Algorithms for Programmers: Ideas and Source Code
- 144 Art of Programming Contest
- 145 Introducing Microsoft Power BI
- 146 Getting Started with Microsoft OneNote 2013
- 147 Outlook 2013
- 148 How to Use Microsoft Excel
- 149 Security and Privacy for Microsoft Office 2010 Users
- 150 Outlook 2010
- 151 Visio 2010
- 152 Microsoft Office 365: Connect and Collaborate Virtually Anywhere, Anytime
- 153 Excel 2010 Introduction
- 154 Excel 2010 Advanced
- 155 Word 2010 Introduction
- 156 Microsoft Office 2010: Ultimate Tips and Tricks
- 157 Microsoft Office Excel
- 158 Microsoft Office Word
- 159 First Look: Microsoft Office 2010
- 160 Microsoft Application Architecture Guide
- 161 Microsoft Office Reference Guide
- 162 Sams Teach Yourself Microsoft Office 2003 in 24 Hours
- 163 Learn Access Now
- 164 Using Excel 2002



- 165 QuickStarttoExcel2002
- 166 QuickStarttoWord97
- 167 QuickStarttoWord2002
- 168 BayesianNetwork
- 169 BuildingtheSecondMind:1956andtheOriginsofArtificialIntelligence Computing
- 170 TheThousandFacesofVirtualReality
- 171 EthicalArtificial Intelligence
- 172 ArtificialIntelligenceandCognition
- 173 ComputersandThought:ApracticalIntroductionto Artificial Intelligence
- 174 Design:CreationofArtifactsinSociety
- 175 TheWorldandMindof ComputationandComplexity
- 176 VirtualReality:HumanComputer Interaction
- 177 TheAgeofIntelligentMachines
- 178 ArtificialIntelligence:FoundationsofComputational Agents
- 179 Mathematical Linguistics
- 180 FaultDetection
- 181 MultiagentSystems:Algorithmic,Game-Theoretic,andLogical Foundations
- 182 AmbientIntelligence
- 183 Self-OrganizingMaps
- 184 AutonomousAgents
- 185 ArtificialIntelligence-Agentsand Environments
- 186 ArtificialIntelligence-AgentBehaviour
- 187 TheQuestforArtificialIntelligence
- 188 ComputationalIntelligenceandModern Heuristics
- 189 ArtificialIntelligencethroughProlog
- 190 FoundationsofConstraintSatisfaction
- 191 SwarmIntelligence:FocusonAntandParticleSwarmOptimization
- 192 EncyclopediaofComputational Intelligence
- 193 TheBoundariesofHumanity:Humans,Animals, Machines
- 194 AffectiveComputing
- 195 ArtificialIntelligenceandResponsiveOptimization
- 196 ArtificialIntelligenceandMolecularBiology
- 197 BriefIntroductionto EducationallImplicationsofArtificial Intelligence



- 198 [Intro to ASP.NET MVC4 with Visual Studio](#)
- 199 [Designing Evolvable Web APIs with ASP.NET](#)
- 200 [Introducing ASP.NET Web Pages 2](#)
- 201 [Programming ASP.NET MVC4 Web Applications](#)
- 202 [ASP.NET with C#](#)
- 203 [Building Secure Microsoft ASP.NET Applications](#)
- 204 [x86-64 Assembly Language Programming with Ubuntu](#)
- 205 [Reverse Engineering for Beginners](#)
- 206 [Easy6502](#)
- 207 [MIPS Assembly Language Programming Using QtSpim](#)
- 208 [BIOS Disassembly: Ninjitsu Uncovered](#)
- 209 [x86 Disassembly](#)
- 210 [The Power PC Compiler Writer's Guide](#)
- 211 [Programmed Introduction to MIPS Assembly Language](#)
- 212 [The Second Book of Machine Language](#)
- 213 [Machine Language for Beginners](#)
- 214 [MMIXware: A RISCV Computer for the Third Millennium](#)
- 215 [x86 Assembly](#)
- 216 [Michael Abrash's Graphics Programming Black Book](#)
- 217 [PC Assembly Language](#)
- 218 [Win32 Programming for x86 Assembly Language Programmers](#)
- 219 [The Art of Assembly Language](#)
- 220 [Programming from the Ground Up](#)
- 221 [Assemblers and Loaders](#)
- 222 [Microsoft Azure Essentials: Migrating SQL Server Databases to Azure](#)
- 223 [Microsoft Azure Essentials: Azure Web Apps for Developers](#)
- 224 [Microsoft Azure Essentials: Azure Machine Learning](#)
- 225 [Microsoft Azure Essentials: Azure Automation](#)
- 226 [Microsoft Azure Essentials: Fundamentals of Azure](#)
- 227 [Building Cloud Apps with Microsoft Azure](#)
- 228 [Introducing Microsoft Azure HDInsight](#)
- 229 [Introducing Windows Azure for IT Professionals](#)
- 230 [Object Oriented Programming using C#](#)

- 231 C#1:Introductiontoprogrammingandthe C#language
- 232 FundamentalsofComputerProgrammingwithC#
- 233 Object-orientedProgramminginC#forCandJavaprogrammers
- 234 DesignPatterns inC#
- 235 RevisitingC#
- 236 WindowsPhone ProgramminginC#
- 237 ThreadinginC#
- 238 HowtoBecomea C# Programmer
- 239 C#From Java
- 240 C#Query Expressions
- 241 C#forSharpKids
- 242 RapidC#Windows Development
- 243 HTTPProgrammingRecipes forC#Bots
- 244 StandardECMA-334C#Language Specification
- 245 C#Essentials
- 246 VisualStudio.Net:ControlsandAdd-ins
- 247 VisualStudio.NetwithC#
- 248 C#Classes
- 249 C#-TheBasics
- 250 SamsTeach Yourself C#in24 Hours
- 251 DataStructuresandAlgorithmswithObject-OrientedDesignPatternsinC#
- 252 C#Development
- 253 C#Programming
- 254 DissectingaC#Application:InsideSharpDevelop
- 255 .NETBook Zero
- 256 C#inDetail
- 257 C#School:14lessons toget youstarted withC# and.NET
- 258 CProgrammingfor Beginners
- 259 EssentialC
- 260 Modern C
- 261 UsingConthe UNIX System
- 262 BuildYourOwnLisp
- 263 FunctionalC

264 [Programming in C: UNIX System Calls and Subroutines using C](#)
265 [A to Z of C](#)
266 [88 C Programs](#)
267 [Learn C The Hard Way](#)
268 [Programming in C](#)
269 [Object-Oriented Programming with ANSI-C](#)
270 [Conceptive C](#)
271 [C Programming](#)
272 [A Little C Primer](#)
273 [Foundations of Computer Science: C Edition](#)
274 [Using GCC: The GNU Compiler Collection Reference Manual for GCC](#)
275 [No Bugs!: Delivering Error-Free Code in C and C++](#)
276 [Debugging C and C++ code in a Unix environment](#)
277 [C Programming in Linux](#)
278 [The GNU C Programming Tutorial](#)
279 [The GNU C Library Reference Manual](#)
280 [Learning GNU C](#)
281 [Beej's Guide to Network Programming - Using Internet Sockets](#)
282 [ANSI C for Programmers on UNIX Systems](#)
283 [C Programming Tutorial](#)
284 [The C Library Reference Guide](#)
285 [C Elements of Style](#)
286 [Writing Bug-Free C Code for Windows](#)
287 [The New C Standard](#)
288 [An Introduction to GCC](#)
289 [Image Processing in C: Analyzing and Enhancing Digital Images](#)
290 [The C Book: Featuring the ANSI C Standard](#)
291 [Object Oriented Programming in ANSI-C](#)
292 [The Ultimate Question of Programming, Refactoring, and Everything](#)
293 [How to Make a Computer Operating System in C++](#)
294 [Optimizing Software in C++](#)
295 [Optimizing C++](#)
296 [C++ Hacker's Guide](#)

297 [More C++ Idioms](#)
298 [Data Structures and Algorithm Analysis in C++](#)

299 C++forC Programmers
300 ParallelProgrammingwithMicrosoftVisualC++
301 LanguageTranslationUsingPCCTSand C++
302 NoBugs!:DeliveringError-FreeCode inCandC++
303 DebuggingCandC++code inaUnix environment
304 C++Reference Guide
305 IntroductiontoObject-OrientedProgrammingUsingC++
306 C++ProgrammingforScientists
307 VisualC++6Unleashed
308 IndustrialStrengthC++
309 Taligent'sGuidetoDesigningPrograms
310 ProgrammingtheBeOperatingSystem
311 ProgrammingPearls
312 FinancialNumericalRecipesinC++
313 C++ Annotations
314 OptimizingC++
315 AnIntroductiontoGCC
316 DataStructuresandAlgorithmswithObject-OrientedDesignPatternsinC++
317 HowtothinklikeaComputerScientist(C++ Version)
318 CurvesandSurfacesinGeometricModeling:Theory andAlgorithms
319 Fractals
320 ProbabilisticProgrammingandBayesianMethodsfor Hackers
321 MathematicsintheAge oftheTuringMachine
322 TheLife ofPi:From Archimedes to Eniac andBeyond
323 PicturesofJuliaandMandelbrotSets
324 ThinkStats:ProbabilityandStatisticsforProgrammers
325 Isabelle/HOL:AProofAssistantforHigher-OrderLogic
326 ComputerAlgebra,Algorithms,SystemsandApplications
327 AlgorithmsinRealAlgebraicGeometry
328 ImplementingMathematics withTheNuprl Proof Development System
329 AlgorithmicAlgebra

- 330 [AnArchitectureforCombinatorGraphReduction](#)
- 331 [StrangeAttractors:CreatingPatternsinChaos](#)
- 332 [ArtGallery TheoremsandAlgorithms](#)
- 333 [Axiom:TheScientificComputation System](#)
- 334 [TheGoldenE-BookofGraphs ofMathematical Functions](#)
- 335 [MathematicsforComputer Scientists](#)
- 336 [MathematicalIllustrations:AManualofGeometryand PostScript](#)
- 337 [MathematicsforAlgorithmandSystemsAnalysis](#)
- 338 [VectorMathfor3D ComputerGraphics](#)
- 339 [AlgorithmicMathematics](#)
- 340 [AComputationalIntroductionto NumberTheoryand Algebra](#)
- 341 [BIGCPU,BIG DATA:Solvingthe World'sToughest ProblemswithParallel](#)
- 342 [DistributedSystemsforFunand Profit](#)
- 343 [DistributedDetectionandEstimationinWirelessSensorNetworks](#)
- 344 [ProgrammingonParallel Machines](#)
- 345 [PetriNets:ManufacturingandComputer Science](#)
- 346 [ParallelComplexity Theory](#)
- 347 [IsParallelProgrammingHard,And,IfSo,WhatCanYouDo About It?](#)
- 348 [How to WriteParallelPrograms:AFirstCourse](#)
- 349 [ParallelComputing Works!](#)
- 350 [ParallelandDistributedComputation:NumericalMethods](#)
- 351 [AFrameworkforEnablingDistributedApplicationsonthe Internet](#)
- 352 [VectorModels forData-Parallel Computing](#)
- 353 [Introductionto Parallel Computing](#)
- 354 [ParallelComputing:Architectures,Algorithmsand Applications](#)
- 355 [ParallelProgrammingwithMicrosoft .NET](#)
- 356 [AnIntroductionto one-wayquantumComputinginDistributed Architectures](#)
- 357 [Introductionto Distributed Systems](#)
- 358 [ThePractice of Parallel Programming](#)
- 359 [PVM:ParallelVirtual Machine](#)
- 360 [LinuxParallelProcessing HOWTO](#)
- 361 [ConcurrentProgramminginErlang](#)
- 362 [DesigningandBuildingParallelPrograms](#)

- 363 Database Explorations
- 364 Elasticsearch: The Definitive Guide
- 365 Data Mining and Analysis: Fundamental Concepts and Algorithms
- 366 Temporal Database Management
- 367 A Programmer's Guide to Data Mining
- 368 Elements of Relational Database Theory
- 369 Theory and Applications for Advanced Text Mining
- 370 Foundations of Databases
- 371 Internet Advertising
- 372 The Theory of Relational Databases
- 373 Data-Intensive Text Processing with MapReduce
- 374 Data Mining Algorithms in R
- 375 An Introduction to Data Mining
- 376 Mining of Massive Datasets
- 377 Database Fundamentals
- 378 Multi-Relational Data Mining
- 379 Natural Language Interface to Databases: An Introduction
- 380 Readings in Database Systems
- 381 Database Systems and Structures
- 382 Data Mining Desktop Survival Guide
- 383 Database design with UML and SQL
- 384 The Relational Model for Database Management
- 385 An Introduction to Relational Database Theory
- 386 XML and Databases
- 387 Data Mining in Medical and Biological Research
- 388 Data Mining and Knowledge Discovery in Real Life Applications
- 389 Storage Basics: An Introduction to the Fundamentals of Storage Technology
- 390 Data Modeling Techniques for Data Warehousing
- 391 Forensic Analysis of Database Tampering
- 392 Concurrency Control and Recovery in Database Systems
- 393 Introduction to Metadata
- 394 Implementing a One-Address CPU in Logistic
- 395 Computer Systems

396 TheElementsofComputing Systems
397 USBina Nutshell
398 HighPerformanceComputing
399 VLSI
400 PC Architecture
401 Capability-BasedComputerSystems
402 CircuitDesignUsingPersonalComputers
403 MoreAboutHigh-volumeWeb Sites
404 ComputerAidsforVLSI Design
405 DesigningAnalogChips
406 QuantitativeSystemPerformance,ComputerSystemAnalysisUsing Queuing
407 HowComputers Work: Processor andMain Memory
408 PrinciplesofSemiconductorDevices
409 ComputerOrganizationandDesignFundamentals
410 AlgorithmsandDataStructuresinVLSI Design
411 ParallelProgramminginFortran95using OpenMP
412 IntroductiontoProgrammingusingFortran 95/2003/2008
413 ProgramminginFortran95
414 Introductionto Fortran95andNumerical Computing
415 Fortran90 Course Notes
416 NumericalRecipesinFortran90
417 ProfessionalProgrammer'sGuidetoFortran77
418 InteractiveFortran77:AHandsonApproach
419 ParallelProgramminginFortran95using OpenMP
420 IntroductiontoProgrammingusingFortran 95/2003/2008
421 ProgramminginFortran95
422 Introductionto Fortran95andNumerical Computing
423 Fortran90 Course Notes
424 NumericalRecipesinFortran90
425 ProfessionalProgrammer'sGuidetoFortran77
426 InteractiveFortran77:AHandsonApproach
427 MakeGameswith Python
428 DesigningAdaptiveVirtual Worlds

429 [GameProgramming](#)
430 [A Practical Introductionto3DGameDevelopment](#)
431 [Cross-PlatformGameProgrammingwith gameplay3d](#)
432 [Data-OrientedDesign](#)
433 [GameProgrammingPatterns](#)
434 [ThePythonGameBook](#)
435 [GameCreationwithXNA](#)
436 [IntroductiontoProgrammingThroughGame DevelopmentUsingMicrosoft XNA](#)
437 [MakingGameswith Pythonand Pygame](#)
438 [ProgrammingVertex,Geometry, andPixel Shaders](#)
439 [BlitzMax](#)
440 [CreatingaSimple3DGame withXNA](#)
441 [BeginningC++ThroughGameProgramming](#)
442 [Pro Java 63DGameDevelopment](#)
443 [Learningto Draw BasicGraphicsinC++](#)
444 [Blender3D: NoobtoPro](#)
445 [BlenderBasics:ClassroomTutorialBook](#)
446 [StrategyGame Programming](#)
447 [TheLinuxGamers'HOWTO](#)
448 [KillerGame Programmingin Java](#)
449 [TheJava GameDevelopment Tutorial](#)
450 [ActionArcadeAdventure Set](#)
451 [Soyouwanttobe aComputer GameDeveloper?](#)
452 [Adventurein Prolog](#)
453 [GPU Gems3](#)
454 [PangeaSoftware'sUltimateGame ProgrammingGuideforMacOSX](#)
455 [TheJavaGameProgrammingTutorial](#)
456 [CreatingAdventureGamesOnYour Computer](#)
457 [MichaelAbrash'sGraphicsProgrammingBlackBook](#)
458 [TheArtofComputerGameDesign](#)
459 [SimulatingHumans:ComputerGraphicsAnimationandControl](#)
460 [ProgrammingLinuxGames](#)
461 [InventYourOwnComputerGames with Python](#)

462 [GraphicDesignandPrintProduction Fundamentals](#)
463 [VirtualBodyLanguage](#)
464 [Introductionto ComputerGraphics](#)
465 [3DRendering:An Introduction](#)
466 [Pixel PerfectPrecision](#)
467 [Bang:PureData](#)
468 [Practical Typography](#)
469 [FundamentalsofComputerGraphics:WithJava,OpenGL,andJogl](#)
470 [AdobePhotoshop](#)
471 [GIMP](#)
472 [TheVignelliCanon](#)
473 [AnIntroductionto AdobePhotoshop](#)
474 [ShapeInterrogationforComputerAidedDesignand Manufacturing](#)
475 [GIMPUser Manual](#)
476 [Grokkingthe GIMP](#)
477 [TakingYourTalentto the Web](#)
478 [C Programming](#)
479 [PixelShaders: AnInteractive Introductionto GraphicsProgramming](#)
480 [OpenGLProgramming](#)
481 [MagicInk:InformationSoftwareandtheGraphical Interface](#)
482 [ComputerGraphics](#)
483 [LearningModern3D Graphics Programming](#)
484 [ProgrammingVertex,Geometry, andPixel Shaders](#)
485 [TheOpenGLProgrammingGuide](#)
486 [Blender3D: NoobtoPro](#)
487 [BlenderBasics:ClassroomTutorialBook](#)
488 [EncyclopediaofGraphicsFileFormats](#)
489 [PNG:The Definitive Guide](#)
490 [TheCgTutorial: TheDefinitive Guide to ProgrammableReal-Time Graphics](#)
491 [GPU Gems3](#)
492 [MichaelAbrash'sGraphicsProgrammingBlackBook](#)
493 [SimulatingHumans:ComputerGraphicsAnimationandControl](#)
494 [Cross-PlatformGUIProgrammingwith wxWidgets](#)

495 [TabletTopics](#)
496 [GPSMadeEasy](#)
497 [Ultimate iPadTips andTricks](#)
498 [2009 iPod+ iPhoneBuyers'Guide](#)
499 [TheFree iPod+ iPhoneBook4](#)
500 [TheFree iPodBook3.0](#)
501 [Gettingstarted withData Warehousing](#)
502 [GettingstartedwithpureQuery](#)
503 [GettingstartedwithInfo Sphere DataArchitect](#)
504 [GettingStartedwithDB2Application Development](#)
505 [GettingStartedwithDB2Express-C](#)
506 [GettingStartedwithIBMDataStudioforDB2](#)
507 [Information,EntropyandTheirGeometricStructures](#)
508 [EssentialCodingTheory](#)
509 [DataCompressionExplained](#)
510 [Aprimer oninformationtheory,withapplications toneuroscience](#)
511 [Data Compression](#)
512 [FromClassicaltoQuantumShannonTheory](#)
513 [Logic and Information](#)
514 [ConditionalRateDistortionTheory](#)
515 [AlgorithmicInformationTheory](#)
516 [TheLimits of Mathematics](#)
517 [QuantumInformation Theory](#)
518 [Theoryof QuantumInformation](#)
519 [GeneralizedInformationMeasuresandTheir Applications](#)
520 [InformationTheory,ExcessEntropyandStatisticalComplexity](#)
521 [InformationTheoryandStatisticalPhysics](#)
522 [QuantumInformation Theory](#)
523 [Lecture Notes onNetwork Information Theory](#)
524 [Information-TheoreticIncompleteness](#)
525 [AShortCourseinInformationTheory](#)
526 [ExploringRandomness](#)
527 [EntropyandInformationTheory](#)

528 [InformationTheory and Coding](#)
529 [NetworkCodingTheory](#)

- 530 AlgorithmicInformationTheory
- 531 AMathematical Theoryof Communication
- 532 InformationTheory,Inference,andLearningAlgorithms
- 533 BigDataonReal-WorldApplications
- 534 InformationSystemsFoundations:The RoleofDesign Science
- 535 ApplicationsofICTinLibraries
- 536 ThinkingNetworks:The LargeandSmallofit
- 537 ModelsandTheoriesinHuman-ComputerInteraction
- 538 Masteringthe InformationAge: SolvingProblemsWithVisualAnalytics
- 539 BisociativeKnowledgeDiscovery
- 540 SemanticWebAnd Ontology
- 541 Introductionto ArchivalOrganizationand Description
- 542 IntroductiontoVocabularies:EnhancingAccesstoCulturalHeritage Information
- 543 Introductionto Imaging
- 544 Introductionto ControlledVocabularies:TerminologiesforArt,Architecture,and
- 545 InternetInformed:GuidancefortheDedicated Searcher
- 546 Bestof BothWorlds: Museums,Libraries, andArchives ina Digital Age
- 547 A GuidetoDocumentaryEditing
- 548 IntroductiontoData Science
- 549 Bibliometricsas aResearchField
- 550 Knowledge Technologies
- 551 LinkedData: EvolvingtheWebintoa Global Data Space
- 552 UsageBibliometrics
- 553 PracticalSemantic WebandLinkedData Applications
- 554 Document ImageAnalysis
- 555 Semantic Web
- 556 HumanComputerInteraction:New Developments
- 557 HumanComputer Interaction
- 558 InformationSystemsFoundations:ConstructingandCriticising
- 559 StrategiesforSustainingDigitalLibraries
- 560 DiscoveringInformation Systems



561 InformationSystems
562 GuidetoSecuringIntranetandExtranet Servers
563 InternetworkDesignGuide
564 UnderstandingNetworkingTechnologies
565 Network Calculus
566 FreeSoftwareforBusyPeople
567 GoogleApps:TheMissing Manual
568 FirstLook: MicrosoftOffice2010
569 MicrosoftOfficeReference Guide
570 amsTeachYourselfMicrosoft Office2003in24 Hours
571 LearnAccess Now
572 BasicComputingUsing Windows
573 UsingExcel2002
574 QuickStarttoExcel2002
575 QuickStarttoWord97
576 BuildingBack-EndWebAppswithJava,JPAandJSF
577 Introductionto WebServices withJava
578 JavaReferenceGuide
579 JavaPersistence
580 FoundationsofJini2Programming
581 JavaDistributed Computing
582 DataStructuresandAlgorithmAnalysisinJava
583 ObjectOrientedProgrammingusing Java
584 JXTAJXSEProgrammersGuide 2.5
585 JavaStructures:DataStructuresinJavaforthePrincipled Programmer
586 JavaPrecisely
587 HTTPProgrammingRecipes forJavaBots
588 IntroductiontoNeuralNetworks for Java
589 Java:ClassesinJavaApplications
590 JXTA
591 ConcurrentProgrammingUsingJava
592 Introductionto JavaandOOA/OODforWebApplications
593 DesignPatterns inJava Tutorial

594 [JavaLanguageReference](#)
595 [Javaina Nutshell](#)
596 [Java\(TM\)PlatformPerformance:StrategiesandTactics](#)
597 [TheJavaVirtualMachineSpecification,2nd Edition](#)
598 [ProgrammingPrinciplesinJava:ArchitecturesandInterfaces](#)
599 [SunCertifiedJavaProgrammerPre-Exam Essentials](#)
600 [DataStructures andAlgorithmswithObject-OrientedDesignPatternsinJava](#) 601
[Java Testing and Design](#)
602 [ProcessingXMLwithJava](#)
603 [1000 Java Tips](#)
604 [BeyondJava](#)
605 [SecuringJava:GettingDowntoBusinesswithMobileCode](#) 606
[The Java Language Specification](#)
607 [PracticalArtificialIntelligenceProgramminginJava](#)
608 [Exploring ES6: Upgrade to the Next Version of JavaScript](#)
609 [BuildingFront-EndWebAppswithAngularJSandParse.com](#)
610 [Your First Meteor Application](#)
611 [BuildingFront-EndWebAppswithPlainJavaScript](#)
612 [Understanding ECMAScript 6](#)
613 [YouDon'tKnowJS:ScopeandClosures](#)
614 [Human JavaScript](#)
615 [ModernWebEssentialsUsingJavaScriptandHTML5](#)
616 [Developing Single Page Web Apps with Backbone.js](#)
617 [Leaflet Tips and Tricks](#)
618 [Speaking JavaScript](#)619
[RecipeswithAngular.js](#)
620 [D3TipsandTricks:Interactive DataVisualizationinaWebBrowser](#) 621
[JavaScript Allongé](#)
622 [JavaScriptCookbook](#)
623 [JS.next:AManager'sGuide](#)
624 [TheProblemwithNativeJavaScriptAPIs](#)
625 [Programming JavaScript Applications](#)
626 [Learning JavaScript Design Patterns](#)



627 [JavaScript:TheRightWay](#)
628 [JavaScript](#)
629 [DOM Enlightenment](#)
630 [Backbone Tutorials](#)
631 [AnIntroductiontoLibuv](#)
632 [Mastering Node](#)
633 [JavaScriptSuccinctly](#)
634 [JavaScriptEnlightenment](#)
635 [DevelopingBackbone.jsApplications](#)
636 [Mixu's Node Book](#)
637 [The Node Beginner Book](#)638
[Dojo: The Definitive Guide](#)
639 [UpandRunningwithNode.js](#)
640 [BuildingAJavaScriptFramework](#)
641 [jQuery Fundamentals](#)
642 [EssentialJavaScriptandjQueryDesignPatterns](#)
643 [The Ugly JavaScript Book](#)
644 [ppk onJavaScript](#)
645 [IntroductiontoJavaScript](#)
646 [Core JavaScript Guide](#)
647 [SamsTeachYourselfJavaScriptin24Hours](#)
648 [Javascript FAQ](#)
649 [AdobeIntegratedRuntime\(AIR\)forJavaScriptDevelopersPocketGuide](#) 650
[JavaScript Essentials](#)
651 [EloquentJavaScript:Anopinionatedguidetoprogramming](#)
652 [Into the Core: A look at Tiny Core Linux](#)
653 [BodhiLinux3forBeginners](#)
654 [DesktopLinux](#)
655 [Step-by-StepGuidetoBodhiLinux](#)
656 [Puppy Linux](#)
657 [LinuxSound](#)
658 [TheLinuxCommandLine](#)
659 [Centos Essentials](#)

660 [ASlackwareDesktopEnhancementGuide](#)
661 [Linux Quick Fix Notebook](#)
662 [TheLinuxGamers'HOWTO](#)
663 [LinuxParallelProcessingHOWTO](#)
664 [The Linux Wireless LAN Howto](#)
665 [Linux IPv6 HOWTO](#)
666 [Linux Dictionary](#)
667 [GuidetoManagingMediaandPublicRelationsintheLinuxCommunity](#) 668
[The Linux Kernel](#)
669 [GNU/LinuxCommand-LineToolsSummary](#)
670 [Pocket Linux Guide](#)
671[Linux102Examination:ModularTrainingNotes](#)
672[Linux101Examination:ModularTrainingNotes](#)
673[Linux 101 Hacks](#)
674[Linux intheWorkplace](#)
675 [The CTDP Linux User's Guide](#)
676 [OpensUSEDesktopEssentials](#)
677 [GNU Emacs Manual](#)
678 [SlackwareLinuxEssentails,2ndEdition](#)
679 [Knowing Knoppix](#)
680 [Self-ServiceLinux:MasteringtheArtofProblemDetermination](#) 681
[Agustin's Linux Manual](#)
682 [LinuxKernelinaNutshell](#)
683 [Linux Internals](#)
684 [LinuxfromScratch](#)
685 [LinuxClientMigration Cookbook](#)
686 [UnderstandingtheLinuxVirtualMemory Manager](#)
687 [ComputerScienceIntroductiontoWolframMathematical](#)
688 [Mathematical Programming: An Advanced Introduction](#)
689 [Octave Programming Tutorial](#)
690 [Maple](#)
691 [LAPACKUsers'Guide](#)
692 [AMPL:AModelingLanguage forMathematical Programming](#)

693 UsingSPSSandPASW
694 AdvancedScientificComputing
695 SPSS: Stats Practically Short and Simple
696 Axiom:TheScientificComputationSystem
697 ModelingwithData:ToolsandTechniquesforScientificComputing 698
The Mathematica Book, 5th Edition
699 ApplicationsfromEngineeringwithMATLABConcepts
700 MATLAB Applications for the Practical Engineer
701 MATLAB Programming
702 AnIntroductiontoMatlab
703 MATLAB:AFundamentalToolforScientificComputingandEngineering 704
Technology and Engineering Applications of Simulink
705 FreshmanEngineeringProblemSolvingwithMATLAB
706 Applications of MATLAB in Science and Engineering
707 MATLABforEngineers:ApplicationsinControl,ElectricalEngineering,ITand 708
MATLAB: A Ubiquitous Tool for the Practical Engineer
709 AnIntroductiontoSolvingEngineeringProblemswithMatlab
710 Control Engineering: An introduction with the use of Matlab
711 An Introductory Guide to MATLAB
712 PhysicalModelinginMATLAB
713 Experiments with MATLAB
714 NumericalComputingwithMatlab
715 Matlab/Simulink Tutorial
716 From Algorithmsto Z-Scores: ProbabilisticandStatisticalModellinginComputer
717 The Nature of Code: Simulating Natural Systems with Processing
718 Simulationwith AnyLogic
719 MathematicsofHumanMotion:from AnimationtowardsSimulation
720 Modeling Simulation and Optimization: Focus on Applications
721 Synchronization and Linearity: An Algebra for Discrete Event Systems
722 Modeling,SimulationandOptimization:ToleranceandOptimalControl 723
Shape Interrogation for Computer Aided Design and Manufacturing724
Fuzzy Systems
725 DynamicModelling



726 UnderstandingComputerSimulation
727 Simulated Annealing
728 Modellingand Simulation
729 ModelingwithData:ToolsandTechniquesforScientificComputing 730
Physical Modeling in MATLAB
731 SimulatingHumans:ComputerGraphicsAnimationandControl
732 SynchronizationandLinearity:AnAlgebraforDiscreteEventSystems 733
Computer Simulation Techniques - The Definitive Introduction
734 InformationSecurityandPrivacyinNetworkEnvironments
735 Ethical Hacking
736 NetworkSecurityandManagement
737 OpenSSH
738 InternetSafety:KeepingyourComputerSafeontheInternet 739
Guide to Securing Intranet and Extranet Servers
740 FirewallsComplete
741 AGuidetoClaims-BasedIdentityandAccessControl
742 Nmap Network Scanning
743 Snort Cookbook
744 NetworkSecurity Tools
745 FirewallsandInternetSecurity:RepellingtheWilyHacker
746 Intrusion Detection with SNORT
747Improving Web Application Security: Threats and Countermeasures
748OpenSourceSecurityTools: PracticalGuide to Security Applications
749Forensic Discovery
750UnderstandingOSI
751 RoutingProtocolsandArchitectures
752 Internet Protocol Analysis
753 JuniperSRXSeries
754 TheSecondInternet:ReinventingComputerNetworkingwithIPv6 755
An IPv6 Deployment Guide
756 Signaling System No. 7757
CiscoRouterConfiguration
758 Daryl's TCP/IP Primer



- 759 [UnderstandingX.500:TheDirectory](#)
- 760 [Lecture Notes onNetwork Information Theory](#)
- 761 [UnderstandingIPAddressing:EverythingYouEverWantedToKnow](#) 762
[DNS for Rocket Scientists](#)
- 763 [UnderstandingNetworkingTechnologies](#)
- 764 [Apache Syncope - Reference Guide](#)
- 765 [TheTCP/IP Guide](#)
- 766 [TroubleshootingVirtualPrivateNetworks\(VPN\)](#)
- 767 [Troubleshooting Remote Access Networks](#)
- 768 [CCIE Practical Studies, Volume II](#)
- 769 [CCIE Practical Studies, Volume I](#)
- 770 [CCNPPracticalStudies:Switching](#)
- 771 [Beej'sGuidetoNetworkProgramming-UsingInternetSockets](#) 772
[CCNA Practical Studies](#)
- 773 [TCP/IPFundamentalsforMicrosoftWindows](#)
- 774 [Network Calculus](#)
- 775 [TCP/IPTutorialandTechnicalOverview](#)
- 776 [Operating Systems](#)
- 777 [ThinkOS:ABriefIntroductiontoOperatingSystems](#)
- 778 [How to Make a Computer Operating System in C++](#)
- 779 [Operating Systems: Three Easy Pieces](#)
- 780 [MMURTLV1.0](#)
- 781 [BakingPi:OperatingSystemsDevelopment](#)
- 782 [A Neutral Look at Operating Systems](#)
- 783 [AHistoryofApple'sOperatingSystems](#)
- 784 [Lecture Notes on Operating Systems](#)
- 785 [OperatingSystemsandMiddleware:SupportingControlledInteraction](#)
- 786 [Xen Virtualization Essentials](#)
- 787 [LectureNotes onOperating Systems](#)
- 788 [TheOperatingSystemsHandbook: Unix,Openvms,Os/400,Vm,andMVS](#) 789
[The Mac Manual](#)
- 790 [Mac OSXUnleashed](#)
- 791 [ProgrammingtheBeOperatingSystem](#)

792 WindowsPowerShell 1.0Essentials
793 ImplementingCIFS:TheCommonInternetFileSystem
794 ProjectOberon-TheDesignofanOperatingSystemandCompiler 795
An Operating Systems Vade Mecum, Second Edition
796 AShortIntroductionto Operating Systems
797 PracticalFileSystemDesignwiththeBeFileSystem 798
The Little Book of Semaphores, 2nd edition
799 OracleFor Beginners
800 RACAttack:OracleClusterDatabaseatHome
801 Oracle Database Concepts
802 OraclePerformanceTuningwithSolidStateDisk
803 The Oracle PHP Cookbook
804 BuildYourOwnPC
805 TheSecretGuidetoComputers
806 PC Architecture
807 BasicComputingUsingWindows
808 How To Assemble A Desktop PC
809 Build a Computer from Scratch
810 Essential Perl
811 ExploringProgrammingLanguageArchitectureinPerl
812 Mastering Perl
813 Perl Programming
814 Perl 6Programming
815 UsingPerl 6
816 BeginningPerl
817 ObjectOrientedPerl
818 Modern Perl
819 Perl 5 Internals
820 PerlforBeginners
821 UnixandPerlPrimerforBiologists
822 Picking Up Perl
823 Higher-OrderPerl:TransformingProgramswithPrograms
824 Practical Perl Programming

825 [Perl 5 Tutorial](#)
826 [Perl 5 Pocket Reference](#)
827 [Impatient Perl](#)
828 [Perl for the Web](#)
829 [Practical mod_perl](#)
830 [Embedding Perl in HTML with Mason](#)
831 [CGI Programming on the World Wide Web](#)
832 [Beginning Perl](#)
833 [Web Client Programming with Perl](#)
834 [Extreme Programming in Perl](#)
835 [Learning Perl the Hard Way](#)
836 [Functional PHP](#)
837 [PHP 101: PHP for the Absolute Beginner](#)
838 [PHP Programming](#)
839 [CodeBright for Laravel PHP](#)
840 [PHP with Guru99](#)
841 [CodeHappy](#)
842 [PHP: The Right Way](#)
843 [PHP Best Practices](#)
844 [PHP Programming](#)
845 [More with Symfony](#)
846 [A Gentle Introduction to Symfony](#)
847 [Practical PHP Testing](#)
848 [Doctrine ORM for PHP](#)
849 [Developing PHP Applications for IBM Data Servers](#)
850 [The Oracle PHP Cookbook](#)
851 [PHP Security Guide](#)
852 [The Underground PHP and Oracle Manual](#)
853 [Zend Framework: Surviving the Deep End](#)
854 [Super Awesome Advanced CakePHP Tips](#)
855 [PHP Cookbook](#)
856 [PHP Reference: Beginner to Intermediate PHP 5](#)
857 [PHP Essentials](#)

- 858 [PracticalPHPProgramming](#)
- 859 [TheDefinitiveGuidetosymfony](#)
- 860 [PHP 5 Power Programming](#)
- 861 [PostgreSQLPHP Tutorial](#)
- 862 [PostgreSQLReferenceManual-Volume2:Programming Guide](#)
- 863 [PostgreSQLReferenceManual-Volume3:ServerAdministrationGuide](#) 864
[PostgreSQL Reference Manual - Volume 1A: The SQL Language](#)
- 865 [PostgreSQL:IntroductionandConcepts](#)
- 866 [Practical PostgreSQL](#)
- 867 [TheDesignandImplementationofProbabilisticProgrammingLanguages](#) 868
[Concrete Semantics: With Isabelle/HOL](#)
- 869 [Anatomyof ProgrammingLanguages](#)
- 870 [ProgrammingandProgrammingLanguages](#)
- 871 [Lecture Notes on Static Analysis](#)
- 872 [TopicsinHistoryandComparingProgrammingLanguages](#)
- 873 [Introduction to Programming Languages](#)
- 874 [ProgrammingLanguages:TheoryandPractice](#)
- 875 [Semantics of Programming Languages](#)
- 876 [Linkersand Loaders](#)
- 877 [TheTheory ofLanguages and Computation](#)
- 878 [Semantics:AdvancesinTheoriesandMathematicalModels](#)
- 879 [Exploring Programming Language Architecture in Perl](#)
- 880 [FormalLanguages](#)
- 881 [FormalLanguageTheoryforNaturalLanguageProcessing](#)
- 882 [Lectures on the Curry-Howard Isomorphism](#)
- 883 [The Z Notation: A Reference Manual](#)
- 884 [LectureNotesontheLambdaCalculus](#)
- 885 [Compositional Semantics](#)
- 886 [ComparativeStudiesofProgrammingLanguages](#)
- 887 [Datalogi V - Programming Languages](#)
- 888 [LetOverLambda:50YearsofLisp](#)
- 889 [Proofs and Types](#)
- 890 [Dictionary of ProgrammingLanguages](#)

- 891 Implementing Functional Languages: a tutorial
- 892 Formal Syntax and Semantics of Programming Languages
- 893 Computational Category Theory
- 894 Categories, Types, and Structures
- 895 Understanding Programming Languages
- 896 Principles of Programming Languages
- 897 Partial Evaluation and Automatic Program Generation
- 898 Type Systems for Programming Languages
- 899 Practical Foundations for Programming Languages
- 900 Semantics With Applications: A Formal Introduction
- 901 Reasoned Programming
- 902 Denotational Semantics: A Methodology for Language Development
- 903 A Practical Theory of Programming
- 904 Programming Languages: Application and Interpretation
- 905 Structure and Interpretation of Computer Programs
- 906 The Black Art of Programming
- 907 Windows Programming
- 908 So You Want to Learn to Program?
- 909 The Little Introduction to Programming
- 910 Zen Style Programming
- 911 The Practice of Parallel Programming
- 912 Watch What I Do: Programming by Demonstration
- 913 Computer Science: Abstraction to Implementation
- 914 Programming from Specifications
- 915 Learn to Program
- 916 Programming Pearls
- 917 Foundations of Computer Science
- 918 Inductive Logic Programming: Theory and Methods
- 919 The Craft of Programming
- 920 Concepts, Techniques, and Models of Computer Programming
- 921 Picking a Python Version: A Manifesto
- 922 The Hitchhiker's Guide to Python
- 923 Algorithmic Problem Solving with Python



924 [MakeGameswith Python](#)
925 [AutomatetheBoringStuffwithPython](#)
926 [High Performance Python](#)
927 [FullStackPython](#)
928 [Learningto ProgramUsingPython](#)
929 [IntroductiontoProgrammingUsingPython](#)
930 [A Beginner's Python Tutorial](#)
931 [Python Cookbook](#)
932 [PythonforEducation](#)
933 [HackingSecretCipherswithPython](#)
934 [Effective Django](#)
935 [ThePythonGameBook](#)
936 [Test-DrivenDevelopmentwithPython](#)
937 [PyQt4 Tutorial](#)
938 [PythonProgramming](#)
939 [PythonScientificLectureNotes](#)
940 [PythonScientificLectureNotes](#)
941 [TheArtandCraftofProgramming:PythonEdition](#)
942 [Porting to Python 3: An in-depth guide](#)
943 [Introductionto PythonforEconometrics,StatisticsandNumericalAnalysis](#) 944
[Python Scripting for Computational Science](#)
945 [TheProgramming Historian](#)
946 [ProgrammingComputerVisionwithPython](#)
947 [An Introduction to Python](#)
948 [DesignPatterns InPython](#)
949 [MakingGameswithPythonandPygame](#)
950 [Learning to Program with Python](#)
951 [HowtoThinkLikeaComputerScientist:LearningwithPython](#) 952
[Natural Language Processing with Python](#)
953 [LearnPythonTheHardWay](#)
954 [ThinkStats:ProbabilityandStatisticsforProgrammers](#)
955 [Python for Informatics: Exploring Information](#)
956 [StartHere:PythonProgrammingforBeginners](#)

957 PracticalProgrammingin Python
958 Introductionto MediaComputation:AMultimediaCookbook inPython
959 Snake Wrangling for Kids
960 The Definitive Guide to Django
961 PythoncourseinBioinformatics
962 Python201:(Slightly)AdvancedPythonTopics
963 Python 101: Introduction to Python
964 Pythonfor Fun
965 ThePythonImagingLibrary
966 Python Tutorial
967 Python2.5 QuickReference
968 HowToWriteYourOwnSoftwareUsingPython 969
The Python Language Reference Manual
970 DataStructures andAlgorithmswithObject-OrientedDesignPatternsinPython 971
Think Python: An Introduction to Software Design
972 LearntoProgram UsingPython
973 IntroductiontoProgrammingusingPython
974 Text Processing in Python
975 A ByteofPython(for Python 3.0)
976 Non-ProgrammersTutorialForPython
977 Building Skills in Python
978 PythonStandardLibrary
979 GUIProgrammingwithPython:QTEdition
980 Dive Into Python
981 AnIntroductiontoPython
982 Efficient R Programming
983 Statistics with R
984 AdvancedRprogramming
985 TheArt ofR Programming
986 PracticalRegressionandAnovausingR
987 The R Inferno
988 UsingRforDataAnalysisandGraphics
989 Using R for Introductory Statistics

990 AnIntroductiontoR
991 TheSecurityDevelopmentLifecycle
992 MarketsforCybercrimeToolsandStolenData:Hackers'Bazaar 993
Good Digital Hygiene: A guide to staying secure in cyberspace
994 Provable Security of Networks
995 CryptographyandSecurityinComputing
996 SecurityEnhancedApplicationsforInformationSystems
997 Security and Privacy for Microsoft Office 2010 Users998
Information Security in Education
999 PolicingCyberCrime
1000WhatIf Crime Were Impossible?
1001Fundamentalsof MediaSecurity
1002SelectedAspectsofComputerSecurityinOpenSystems
1003The Protection of Information in Computer Systems
1004Safeguarding Your Technology
1005Security Concepts
1006AGuidetoClaims-BasedIdentityandAccessControl
1007The Antivirus Defense-in-Depth Guide
1008TheOpen-sourcePKIBook
1009HandbookofInformationSecurityManagement
1010Cryptography and Data Security
1011RethinkingPublicKeyInfrastructuresandDigitalCertificates
1012Security+ Essentials
1013IT Security Cookbook
1014ForensicAnalysisofDatabaseTampering
1015The Developer Highway Code
1016SecurityEngineering:AGuidetoBuildingDependableDistributedSystems
1017Forensic Discovery
1018AnIntroductiontoComputerSecurity:TheNISTHandbook
1019Introduction to Software Engineering
1020SOAeBook: Patterns,Mashups,Governance, ServiceModelling,andMore
1021Jumpstart to Software Quality Assurance
1022Software FaultTolerance

1023SoftwareProduct Line: AdvancedTopic
1024HandbookofSoftwareReliabilityEngineering
1025The Elements of Computing Systems
1026AQuick andGentleGuide to ConstraintLogicProgrammingviaECLiPSe
1027Software Architecture
1028Knowware:thethirdstarafterHardwareandSoftware
1029Acceptance Test Engineering Guide
1030SOA Source
Book1031SoftwareFoundati
ons
1032Specifying Systems
1033IntroductiontoReverseEngineeringSoftware
1034Advances in Human Computer Interaction
1035PracticalTipsforSoftware-IntensiveStudentProjects
1036Software Engineering with Reusable Components
1037Software Engineering
1038TheNewSoftwareEngineering
1039RecommendedApproachto SoftwareDevelopment
1040Function Points Analysis Training Course
1041CaseStudiesinSystematicSoftwareDevelopment
1042Software Engineering for Internet Applications
1043Communicating Sequential Processes
1044TheGuidetotheSoftwareEngineeringBodyofKnowledge
1045Microsoft Office Excel 2007
1046HowtoUseMicrosoftExcel
1047Excel 2010 Introduction
1048Excel 2010 Advanced
1049MicrosoftOfficeExcel
1050Using Excel 2002
1051Quick Startto Excel2002
1052Microsoft Excel2003Tips'NTricks
1053IntroducingMicrosoftSQLServer2014
1054SQL Server Reference Guide
1055SQL ServerExecutionPlans

1056 Inside the SQL Server Query Optimizer
1057 Introducing Microsoft SQL Server 2012
1058 Troubleshooting SQL Server: A Guide for the Accidental DBA
1059 SQL Server Statistics
1060 Defensive Database Programming with SQL
Server 1061 Sams Teach Yourself Microsoft SQL Server 7
in 21 Days 1062 SQL Essentials
1063 QL with Guru99
1064 A Primer on SQL
1065 SQL Dialects
Reference 1066 Learn SQL The
Hard Way
1067 Structured Query Language
1068 SQL Performance Explained
1069 Developing Time-Oriented Database Applications in SQL
1070 Structured Query Language - A Practical Introduction
1071 SQL for Web Nerds
1072 Sams Teach Yourself SQL in 24 Hours, 3rd Edition
1073 Computation for Computer Scientists
1074 Models of Computation: Exploring the Power of Computing
1075 Introduction to Theory of Computation
1076 Bayesian Computational Methods
1077 Rule-based Computation and Deduction
1078 Applicative Computing: Its Quarks, Atoms and Molecules
1079 Logic and Proof
1080 Languages and Machines
1081 Introduction to Computing: Explorations in Language, Logic, and Machines
1082 Cellular Automata and Complexity: Collected Papers
1083 Galois Connections and Fixed Point Calculus
1084 An Introduction to the Theory of Computation
1085 UNIX Systems Programming for SVR4
1086 UNIX System Security: A Guide for Users and System Administrators
1087 Conquering the Command Line
1088 Introduction to Unix



1089Guide to X11
1090GuidetoUnix
1091TheCraftofTextEditing
1092An Awk Primer
1093AQuickIntroductiontoUnix
1094Bourne Shell Scripting
1095Learning the vi editor
1096TheDaemon,theGnu,andthePenguin
1097Unix System Administration
1098WritingGNOMEApplications
1099Motif Programming Manual
1100Motif Programming
1101GrokkingtheGIMP
1102FilesystemHierarchyStandard
1103Effective AWK Programming
1104C-shell Cookbook
1105MHandxmh:EmailforUsers andProgrammers
1106he Unix Programming Environment
1107GNUBash Reference Manual
1108Beej'sGuidetoUnixInterposesCommunication
1109The Book of Webmin
1110PortingUNIX Software
1111ANSI C for Programmers on UNIX Systems
1112AIXReferenceforSunSolarisAdministrators
1113IBMCertificationStudyGuideAIXV4.3SystemAdministration
1114UNIX Text Processing
1115Bash Guide for Beginners
1116AdvancedBash-ScriptingGuide
1117The Art of UNIX Programming
1118SecureProgrammingforLinuxandUnixHOWTO
1119The UNIX-HATERS Handbook
1120VisualBasic forApplications
1121Learningto ProgramwithVisualBasic and.NETGadgeteer

1122VB.NET Programming
1123Introduction:VisualBASIC6.0
1124Visual Basic
1125Visual Basic 2005: A Developer's Notebook
1126SamsTeachYourselfVisualBasic6in24Hours
1127Visual Basic Essentials
1128Visual Basic.Net
1129UpgradingMicrosoftVisualBasic6.0to MicrosoftVisualBasic.NET
1130Introducing Microsoft Visual Basic 2005 for Developers
1131HTML5For WebDesigners
1132DesigningforPerformance: WeighingAestheticsandSpeed
1133Modern Web Essentials Using JavaScript and HTML5
1134ScalableandModularArchitectureforCSS
1135HTML5 Canvas
1136Complete CSS Guide
1137HTML5 for Publishers
1138HTMLCanvasDeepDive
1139HypertextMarkupLanguage
1140Search Engine Optimization
1141InteractiveDataVisualizationfortheWeb
1142HTTP Succinctly
1143TheElementsofTypographicStyleAppliedto the Web 1144A
Beginners Guide to HTML and CSS
1145Cascading Style
Sheets1146BestofSmashingMaga
zine
1147TheBeginner'sGuidetoSearchEngineOptimization
1148Designing for the Web
1149DiveIntoHTML5
1150The Web Book
1151The Work Handbook
1152Research-BasedWebDesignandUsability Guidelines
1153Access byDesign:AGuide to UniversalUsabilityforWebDesigners
1154HTML Web Design in 7 days

1155SGMLandHTML4.0Explained
1156PNG: The Definitive Guide
1157Dive Into Accessibility
1158Writing HTML
1159TakingYourTalent to the Web
1160SamsTeach YourselfHtml 4 in24 Hours
1161SVGEssentials
1162DesignYourImagination
1163HTML Tutorial
1164WebDesigner's SuccessGuide
116511StepstoCreateaSuccessfulWebSite
1166HTML & XHTML: The Definitive Guide
1167Web Style Guide
1168PhilipandAlex'sGuidetoWebPublishing
1169Building Accessible Websites
1170TheArtandScienceofWebDesign
1171Front-End Developer Handbook
1172The MissingLink: AnIntroductionto Web Development andProgramming
1173Survives: Web pack and React
1174SimplyLift
1175LiftCookbook
1176Programming3D ApplicationswithHTML5andWebGL
1177High Performance Drupal
1178EnterpriseWebDevelopment:From Desktopto Mobile
1179Web Audio API
1180HighPerformanceBrowserNetworking
1181Web Application Security Guide
1182Project Silk:Client-sideWebDevelopmentforModernBrowsers
1183Book OfSpeed:The business, psychologyandtechnologyofhigh-performance web 118410
Laps around Silverlight 5
1185Mobile Design and Development
1186GoogleWebToolkitandAppEngine
1187PerformanceTestingGuidance forWeb Applications

1188WebIntelligenceandIntelligentAgents
1189Unobtrusive Ajax
1190AJAX:CreatingWebPages withAsynchronousJavaScriptandXML
1191Introduction to Web Applications Development
1192Encyclopedia of Graphics File Formats
1193DynamicWebDevelopmentwithSeaside
1194The Web Book
1195DevelopingSGML DTDs:From Textto Modelto Markup
1196The Zope Book
1197WorldWideWeb:BeyondtheBasics
1198TheArtofElectronicPublishing:TheInternetandBeyond
1199Apache Syncope - Reference Guide
1200AdvancesinHumanComputerInteraction
1201GettingReal:TheSmarter,Faster,EasierWay to BuildaSuccessfulWeb
1202Philip and Alex's Guide to Web Publishing
1203Clientvs.DeveloperWars
1204Restful Web Services
1205IntroductiontoWebServiceswithJava
1206Getting Started with Cloud Computing
1207Google App Engine Java Experiments
1208ProWeb2.0Smashups:RemixingDataandWebServices
1209The Zope Book
1210XML Web Services and SOAP
1211TheJavaWebServicesTutorial
1212SunCertifiedWebComponentDeveloper(SCWCD)StudyGuide
1213Windows 10 IT Pro Essentials Support Secrets
1214Windows 10IT ProEssentials: Top10Tools
1215Windows8.1
1216IntroducingWindows8.1forITProfessionals
1217Windows Batch Scripting
1218IntroducingWindows 8:AnOverview forITProfessionals
1219Windows PowerShell Cookbook
1220ProgrammingWindows 8AppswithHTML, CSS,and JavaScript

1221EffectiveWindows PowerShell
1222Windows onSpeed:UltimatePCAccelerationManual
1223Windows Vista Product Guide
1224MicrosoftWindows ServerSystem DeploymentGuide forMidsized Businesses
1225Mastering PowerShell
1226LinuxinaWindowsWorld
1227Sams Teach Yourself Microsoft Windows 2000 Professional in10 Minutes
1228Sams Teach Yourself Microsoft Windows XP in 24 Hours
1229Windows Server 2008Essentials
1230WindowsPowerShell1.0 Essentials
1231Windows Server2008TCP/IP ProtocolsandServices
1232Quick Start to Windows XP
1233ContemporaryIssuesinWirelessCommunications
1234802.11ac: A Survival Guide
1235MobileNetworks
1236Wireless Ad-HocNetworks
1237WirelessSensorNetworks:TechnologyandApplications
1238Advanced Wireless LAN
1239WirelessCommunicationsandNetworks:RecentAdvances
1240Wireless Network Industry Report
1241WirelessCommunications:SignalProcessingPerspectives
1242The Linux Wireless LAN Howto
1243Fundamentals ofWirelessCommunication
1244TheXMLFiles: UsingXMLforBusiness-to-Business andBusiness-to-Consumer
1245XML Schema Definition (XSD)
1246A Gentle Introduction to XML
1247ATechnicalIntroductiontoXML
1248Apache Ant
1249WebData Management
1250LearnSVG:TheWebGraphicsStandard
1251XForms Tutorial and Cookbook
1252OASISOpenDocument Essentials
1253ProgrammingJabber: ExtendingXMLMessaging

1254DocBook: The Definitive Guide
1255DocBookXSL:TheCompleteGuide
1256XML and Databases
1257XPathandXPathointer: LocatingContentinXMLDocuments
1258An Introduction to XML and Web Technologies
1259XForms Essentials
1260SVGEssentials
1261XML WebServicesandSOAP
1262SamsTeachYourselfXMLin21Days
1263XML: Managing Data
Exchange1264Processing XML with Java
1265OpenXML Explained
1266RapidApplicationDevelopment withMozilla
1267Electro mechanisms: Automatic Controls
1268Principles of Control Systems Engineering
1269ControlEngineeringProblemswithSolutions
1270ControlTheorywithApplicationstoNavalHydrodynamics
1271Stochastic Modeling and Control
1272Frontiers inAdvancedControl Systems
1273LecturesonStochasticControlandNonlinearFiltering
1274An Introduction to Nonlinearity in Control Systems
1275Applications of Nonlinear Control
1276Discrete-Event Control of Stochastic Networks: Multimodularity andRegularity
1277Advanced Model Predictive Control
1278ControlandNonlinearity
1279Discrete Time Systems
1280PIDControl:ImplementationandTuning
1281Chaotic Systems
1282ControlTheory: From Classicalto QuantumOptimal,Stochastic,andRobust Control
1283Distributed Control of Robotic Networks
1284Linear Matrix Inequalities in System and Control Theory
1285NonlinearSystemTheory:TheVolterra/WienerApproach
1286Linear Controller Design: Limits of Performance

1287 High Performance Control
1288 Systems Structure and Control
1289 Control Engineering: An Introduction with the use of Matlab
1290 The Analysis of Feedback Systems
1291 A Course in H-infinity Control Theory
1292 Feedback Control Theory
1293 Constructive Nonlinear Control
1294 Fuzzy Control
1295 Intelligent Control
1296 Adaptive Control
1297 Mathematical Control Theory: Deterministic Finite Dimensional Systems
1298 Adaptive Control: Stability, Convergence, and Robustness
1299 Feedback Systems: An Introduction for Scientists and Engineers
1300 Control in an Information Rich World
1301 Dynamic System Modeling and Control
1302 Introductory Electromagnetics
1303 Introduction to Electromagnetic Engineering
1304 Electromagnetic Waves Propagation in Complex Matter
1305 Behaviour of Electromagnetic Waves in Different Media and Structures
1306 Electromagnetic Waves
1307 Computational Electromagnetism: Variational Formulations, Complementarity, Edge
1308 Worked Examples In Electromagnetism
1309 Finite-element Methods for Electromagnetics
1310 Electromagnetism for Electronic Engineers
1311 Two-Dimensional Electronics: Prospects and Challenges
1312 Verilog Tutorial
1313 Organic Semiconductors
1314 Electronics / Electricity
1315 Electronics / Amplifiers
1316 Electronics / Digital
1317 Digital Circuit Projects: An Overview of Digital Circuits Through Implementing
1318 Introduction to Digital Logic with Laboratory Exercises
1319 An Introduction to Electronics



1320 Engineer's Mini-Notebook: Formulas, Tables and Basic Circuits
1321 Practical Electronics
1322 Analog Circuits
1323 Photodiodes: From Fundamentals to Applications
1324 Electronics
1325 Digital Circuits
1326 Microwave Filters, Impedance-Matching Networks, and Coupling Structures
1327 Introduction to Electronics
1328 Introduction to Physical Electronics
1329 Advances in Solid State Circuit Technologies
1330 Introduction to Electronic Engineering
1331 Circuit Analysis
1332 Circuit Design Using Personal Computers
1333 Op Amp Applications Handbook
1334 Concepts in Electric Circuits
1335 Electric Circuits: Theory and Applications
1336 Introduction to PLC controllers
1337 All About
Circuits 1338 Op Amps for Every
one
1339 High-Speed Serial I/O Made
Simple 1340 Understanding Electronics Compo-
nents 1341 Data Conversion Handbook
1342 Principles of Semiconductor Devices
1343 Socratic Electronics
1344 Lessons in Electric Circuits
1345 OrCAD PSpice A/D Reference Manual
1346 Magnetic Resonance Sensors
1347 Overview of Safety Instrumented Systems
1348 Modern Telemetry
1349 Microsensors
1350 Advances in Measurement Systems
1351 Intelligent and Biosensors
1352 Advances in Sonar Technology

1353 Introduction to Arduino: A Piece of Cake
1354 Introduction to Microcontrollers
1355 PaulOS: An 8051 Real-Time Operating System
1356 What's a Microcontroller?
1357 PIC Microcontrollers: Programming in Basic
1358 Architecture and Programming of 8051 Microcontrollers
1359 PIC Microcontrollers - Programming in C
1360 PIC microcontrollers, for beginner too
1361 PIC Microcontrollers
1362 Photovoltaic Materials and Electronic Devices
1363 White organic light-emitting diodes: Status and perspective
1364 Optical Properties of Semiconductors
1365 Carbon Nanotubes: Applications on Electron Devices
1366 Photodiodes: World Activities in 2011
1367 Optoelectronic Devices and Properties
1368 Cutting Edge Nanotechnology
1369 Polymer Thin Films
1370 Advanced Microwave Circuits and Systems
1371 Semiconductor Technologies
1372 Nanowires Science and Technology
1373 VLSI
1374 Micro Electronic and Mechanical Systems
1375 Solid State Circuits Technologies
1376 Britney Spears' Guide to Semiconductor Physics
1377 Microelectronic Devices and Circuits
1378 Application-Specific Integrated Circuits
1379 Computer Aids for VLSI Design
1380 Designing Analog Chips
1381 Microprocessor Design
1382 Stack Computers: the new wave
1383 Computer Aids for VLSI Design
1384 How Computers Work: Processor and Main Memory
1385 Computer Organization and Design Fundamentals

1386 Electromechanisms: Servomechanisms
1387 Geometry and Screw Theory for Robotics
1388 Robot Localization and Map
Building 1389 Remote and Telerobotics
1390 Robot Manipulators: Trends and Development
1391 Mobile Robots Navigation
1392 Cutting Edge Robotics 2010
1393 Service Robot Applications
1394 Recent Advances in Multi Robot
Systems 1395 New Approaches in Automation and Robotics
1396 Mobile Robots: Towards New
Applications
1397 Industrial Robotics: Programming, Simulation and Applications
1398 Humanoid Robots: New Developments
1399 Frontiers in Robotics, Automation and Control
1400 Bioinspiration and Robotics: Walking and Climbing Robots
1401 Automation and Robotics
1402 Advances in Service Robotics
1403 Advances in Robotics, Automation and Control
1404 Mobile Robotics
1405
1406 Think DSP: Digital Signal Processing in Python
1407 Fourier Transform: Signal Processing and Physical Sciences
1408 Cyclostationarity in Communications and Signal Processing
1409 Statistical Spectral Analysis: A Non-Probabilistic Theory
1410 Digital Filters and Signal Processing
1411 Signal Processing for Communications
1412 Fourier Transform - Signal Processing
1413 Notes on the Design of Optimal FIR Filters
1414 Concise Signal Models
1415 Digital Filters
1416 The Fundamentals of Signal Analysis
1417 Signal Processing
1418 Introduction To Random Processes

1419 Elements of Signal Detection and Estimation
1420 Optimum Signal Processing
1421 Introduction to Signal Processing
1422 R.R. Bahadur's Lectures on the Theory of Estimation
1423 Kalman Filter
1424 An Introduction to Digital Signal Processing
1425 The Fourier Transform and its Applications
1426 Physical Audio Signal Processing
1427 Wireless Communications: Signal Processing Perspectives
1428 Hidden Markov Models: Estimation and Control
1429 Optimal Filtering
1430 An Exploration of Random Processes for Engineers
1431 Structure and Interpretation of Signals and Systems
1432 Nonlinear Parameter Estimation: An Integrated System in Basic
1433 Fast Fourier Transforms
1434 Kalman Filter Recent Advances and Applications
1435 Detection of Abrupt Changes: Theory and Application
1436 Bayesian Spectrum Analysis and Parameter Estimation
1437 DSP: Designing for Optimal Results
1438 Advances in Sonar Technology
1439 Digital Filter Design
1440 Principles of Computerized Tomographic Imaging
1441 The Theory of Linear Prediction
1442 Mixed-signal and DSP Design Techniques
1443 Mathematics of the Discrete Fourier Transform (DFT): with Audio Appli.
1444 Introduction to Digital Filters: with Audio Applications
1445 The Scientist and Engineer's Guide to Digital Signal Processing
1446 Modern Signal Processing
1447 An Introduction to Statistical Signal Processing
1448 Electronics: Communications
1449 Clock and Data Recovery
1450 Basic Queueing Theory
1451 Introduction to Queueing Theory and Stochastic Teletraffic Models

1452 Antennas: Theory and Practice
1453 Ultra-Wideband Radio Technologies for Communications, Localization and Sensor
1454 Advancement in Microstrip Antennas with Recent Applications
1455 Optical Communication
1456 Communication Networks
1457 Advances in Cognitive Radio Systems
1458 Principles of Digital Communications
1459 A Foundation in Digital Communication
1460 Telecommunications Networks: Current Status and Future Trends
1461 Global Navigation Satellite Systems: Signal, Theory and Applications
1462 Communication Systems
1463 Communication Systems
1464 Ultra Wideband Communications: Novel Trends - System, Architecture and
1465 Advances in Satellite Communications
1466 Digital Encoding and Decoding
1467 Cellular Networks: Positioning, Performance Analysis, Reliability
1468 Principles of Communication
1469 Microwave and Millimeter Wave Technologies
1470 Trends in Telecommunications Technologies
1471 Radio Communications
1472 Passive Microwave Components and Antennas
1473 Frontiers in Guided Wave Optics and Optoelectronics
1474 Integrated Communications Management of Broadband Networks
1475 Wireless Communications: Signal Processing Perspectives
1476 Fiber Optic Data Communications for the Premises Environment
1477 Understanding Optical Communications
1478 Principles of Digital Communication and Coding
1479 Broadband Direct-Coupled and Matching RF Networks
1480 Radio Receivers
1481 Handbook of Optical Through the Air Communications
1482 Electromagnetic Waves and Antennas
1483 Fundamentals of Wireless Communication
1484 Wireless Networking in the Developing World
1485 Understanding OSI
1486 Radio Antenna Engineering
1487 Communication Network Analysis
1488 A Mathematical Theory of Communication



1489 Guide to Synthesis and Implementation Tools for VHDL Modeling and Design
1490 VHDL Handbook
1491 Free Range VHDL
1492 MachineShopWork
1493 Fundamentals of Machine Tools
1494 Machinery Repairman
1495 Mechanisms /Machines
1496 Mechanisms /Drives
1497 Continuum Mechanics: Progress in Fundamentals and Engineering Applications
1498 Mechanics of Engineering
1499 Applied Mechanics
1500 Applied Mechanics and Strength of Materials
1501 A Short Course in Elementary Mechanics for Engineers
1502 Elementary Dynamics: a textbook for engineers
1503 Mechanics: A Textbook for Engineers
1504 Analytical Mechanics for Engineers
1505 Mechanics for Engineers
1506 Applied Mechanics for Engineers
1507 Mechanics Applied to Engineering
1508 Applied Gyrodynamics
1509 Applied Mechanics
1510 Mechanics: Problems for Engineering Students
1511 Applied Mechanics for Beginners
1512 Kinematics and Kinetics of Machinery
1513 Roller Coaster Physics
1514 Dynamics of Mechanical Systems
1515 Mechanics of Rigid Body
1516 MIT Guide to Lock Picking
1517 Applied Mechanics Dynamics

o

ice

1518 Introduction to Continuum Mechanics for Engineers
1519 Unified Physics: Fluids
1520 Lectures on Computational Fluid Dynamics
1521 Lecture Notes on Gas Dynamics
1522 Advances in Modeling of Fluid Dynamics
1523 Engineering Fluid Mechanics
1524 Hydrostatics and Pneumatics
1525 Advanced Fluid Dynamics
1526 A First Course in Fluid Mechanics for Engineers
1527 Applied Aerodynamics
1528 Applied Computational Fluid Dynamics
1529 Hydrodynamics: Natural Water Bodies
1530 Drilling Fluid Engineering
1531 Computational Fluid Dynamics: Technologies and Applications
1532 Wind Tunnels
1533 Intermediate Fluid Mechanics
1534 Hydraulics for Engineers and Engineering Students
1535 Computational Fluid Dynamics
1536 Computational Fluid Dynamics
1537 Concise Hydraulics
1538 Fundamentals of Multiphase Flow
1539 Cavitation and Bubble Dynamics
1540 Hydrodynamics of Pumps
1541 Understanding the Global Energy Crisis
1542 Seed Factories
1543 Supply Chain Management
1544 Factory Automation
1545 Manufacturing Processes and Materials: Exercises
1546 Fundamentals of Combustion
1547 Process Management
1548 Industrial Robotics: Theory, Modelling and Control
1549 Supply Chain
1550 Multiprocessor Scheduling, Theory and Applications



1551 Manufacturing the Future
1552 Industrial Robotics: Programming, Simulation and Applications
1553 Fuel Cell Handbook
1554 Planning Algorithms
1555 Integration and Automation of Manufacturing Systems
1556 Automated Manufacturing Systems with PLCs
1557 Fundamentals of Die Casting Design
1558 Tsunami Science and Engineering
1559 Actual Ships Stability Problems and The Influence on Safety of Navigation
1560 Boat-Building and Boating
1561 Nautical Charts
1562 Lectures on Ship Maneuverability
1563 Wooden Ship-Building
1564 Offshore Hydromechanics
1565 Introduction in Ship Hydromechanics
1566 Text-Book of Theoretical Naval Architecture
1567 Shipbuilding from its beginnings
1568 Modeling of Sonar Transducers and Arrays
1569 Shipbuilding for Beginners
1570 Carbon Fibers
1571 Non-Destructive Testing
1572 Radiation Effects in Materials
1573 Microlenses
1574 Metallography and Microstructure of Ancient and Historic Metals
1575 Magnesium Alloys: Properties in Solid and Liquid States
1576 Light Metal Alloys Applications
1577 Materials Science: Advanced Topics
1578 Advanced Magnetic Materials
1579 Convection and Conduction Heat Transfer
1580 Advanced Magnetic Materials
1581 Convection and Conduction Heat Transfer
1582 Materials of Engineering Construction
1583 Ferro electromagnets: Fifty years after discovery



1584 Nanocrystal
1585 New Tribological Ways
1586 Nanotechnology
1587 Carbon Nanotubes
1588 Applied Mechanics
1589 The Mechanical Properties of Wood
1590 Wave Propagation in Materials for Modern Applications
1591 Mechanics of Materials
1592 Fundamentals of Die Casting Design
1593 Nanomaterial- A Sojourn
1594 Elements of X-Ray Diffraction
1595 Electromechanisms: Fabrication
1596 Optomechanics
1597 Electromechanisms: Transducers
1598 Electromechanisms: Devices
1599 Electromechanisms: Motor Controls
1600 Mechanisms / Linkages
1601 Computer Architecture and Interfacing to Mechatronic Systems
1602 Robotics
1603 Robot Arms
1604 Automation and Robotics
1605 Mechatronic Systems: Simulation Modeling and Control
1606 Mechatronic Systems Applications
1607 Climbing and Walking Robots
1608 Advances in Robot Manipulators
1609 Robot Manipulators: New Achievements
1610 Advances in Haptics
1611 Industrial Robotics: Theory, Modelling and Control
1612 Climbing and Walking Robots: Towards New Applications
1613 Robot Manipulators
1614 Parallel Manipulators, Towards New Applications
1615 Parallel Manipulators, New Developments
1616 Humanoid Robots: Human-like Machines



1617CuttingEdge Robotics
1618Mechanisms:Materials
1619Introductionto Continuum Mechanics
1620ContinuumMechanics
1621Mechanical Properties of Materials
1622EngineeringMechanicsofSolids
1623AppliedStrengthofMaterialsforEngineeringTechnology
1624SolidMechanics Lecture Notes
1625MechanicalMetallurgy
1626Applied Mechanicsof Solids
1627Mechanicsof SolidsandFracture
1628IntroductiontoMechanics of Materials
1629AppliedFractureMechanics
1630Solid Mechanics
1631Applied MechanicsandStrengthofMaterials
1632ElementaryAppliedMechanics
1633AppliedMechanics
1634Mechanicsof Materials
1635The AnalysisofStressand Deformation
1636Fundamentals ofRefrigeration Thermodynamics
1637Thermo kinetics
1638Software SolutionstoProblemsonHeat Transfer
1639Engineering Thermodynamics
1640Elements ofEngineering Thermodynamics
1641ThermalPowerPlants:AdvancedApplications
1642Refrigeration: Theory AndApplications
1643The Development andApplicationof MicrowaveHeating
1644HeatTransferPhenomenaand Applications
1645HeatTreatment: Conventional andNovel Applications
1646Heat Transfer
1647Heat Exchangers:BasicsDesign Applications
1648HeatTransfer:EngineeringApplications
1649Heat Conduction:Basic Research



1650 Convection and Conduction Heat Transfer
1651 Lecture Notes on Intermediate Thermodynamics
1652 Lecture Notes on Thermodynamics
1653 Energy Conversion
1654 Heat for Engineers
1655 Applied Thermodynamics for Engineers
1656 Heat Transfer: Exercises
1657 Heat Transfer
1658 A Heat Transfer Textbook



TheWNDWProductionTeam

