

# Solutions Of Computer Fundamentals By Pk Sinha E Pi 7 Page Id10 2020244719

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**COMPUTER FUNDAMENTALS (SEMESTER - 1).** - P. K. SINGH 2015

**Computer for Law Students** - P.K. Jain 2011-04-14

The science and technology of Computer and Internet have rapidly brought the human civilization spread across the world very close into a global village. For this progress, there is a curse of Cyber crime. For prevention, detection, and justice, the future lawyers must have proper knowledge of computer also. Introduction of various aspects of computer and its application in syllabus for LL.B and LL.M. curriculum is a natural consequence. The organization of chapters in this book has been done accordingly and author has tried to cover all the portion of syllabus so that students need not search for other books. This book meets the great and long awaited demand of a standard book on Computer which would enable the students especially, the law students to acquaint themselves with the basic concepts of computer and to understand its niceties and intricacies. The language of the book is very simple with graphics, keeping in mind that students might have passed 12th standard or

graduation examinations in other than english medium before taking admission for Law degree

**Python Programming Fundamentals** - Kent D. Lee 2015-01-07

This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: includes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

*The Python Workbook* - Ben Stephenson 2019-07-05

This student-friendly textbook encourages the development of programming skills through active practice by focusing on exercises that support hands-on learning. The Python Workbook provides a compendium of 186 exercises, spanning a variety of academic disciplines and everyday situations. Solutions to selected exercises are also provided, supported by brief annotations that explain the technique used to solve the problem, or highlight a specific point of Python syntax. This enhanced new edition has been thoroughly updated and expanded with additional exercises, along with concise introductions that outline the core concepts needed to solve them. The exercises and solutions require no prior background knowledge, beyond the material covered in a typical introductory Python programming course. Features: uses an accessible writing style and easy-to-follow structure; includes a mixture of classic exercises from the fields of computer science and mathematics, along with exercises that connect to other academic disciplines; presents the solutions to approximately half of the exercises; provides annotations alongside the solutions, which explain the approach taken to solve the problem and relevant aspects of Python syntax; offers a variety of exercises of different lengths and difficulties; contains exercises that encourage the development of programming skills using if statements, loops, basic functions, lists, dictionaries, files, and recursive functions. Undergraduate students enrolled in their first programming course and wishing to enhance their programming abilities will find the exercises and solutions provided in this book to be ideal for their needs.

*Digital Signal Processing Using MATLAB* - Vinay K. Ingle 2007

This supplement to any standard DSP text is one of the first books to successfully integrate the use of MATLAB® in the study of DSP concepts. In this book, MATLAB® is used as a computing tool to explore traditional DSP topics, and solve problems to gain insight. This greatly expands the range and complexity of problems that students can effectively study in the course. Since DSP applications are primarily algorithms implemented on a DSP processor or software, a fair amount of programming is required. Using interactive software such as MATLAB® makes it possible

to place more emphasis on learning new and difficult concepts than on programming algorithms. Interesting practical examples are discussed and useful problems are explored. This updated second edition includes new homework problems and revises the scripts in the book, available functions, and m-files to MATLAB® V7.

*Introduction to Statistics and Data Analysis* - Christian Heumann  
2017-01-26

This introductory statistics textbook conveys the essential concepts and tools needed to develop and nurture statistical thinking. It presents descriptive, inductive and explorative statistical methods and guides the reader through the process of quantitative data analysis. In the experimental sciences and interdisciplinary research, data analysis has become an integral part of any scientific study. Issues such as judging the credibility of data, analyzing the data, evaluating the reliability of the obtained results and finally drawing the correct and appropriate conclusions from the results are vital. The text is primarily intended for undergraduate students in disciplines like business administration, the social sciences, medicine, politics, macroeconomics, etc. It features a wealth of examples, exercises and solutions with computer code in the statistical programming language R as well as supplementary material that will enable the reader to quickly adapt all methods to their own applications.

*C Programs with Solutions* - S. Anandamurugan 2011-06

**Introduction to Computer Science, 2/e** - IITL Education Solutions Limited 2011

Discusses most ideas behind a computer in a simple and straightforward manner. The book is also useful to computer enthusiasts who wish to gain fundamental knowledge of computers.

**Guide to the Software Engineering Body of Knowledge (Swebok(r))** - IEEE Computer Society 2014

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the

work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

**COURSE ON COMPUTER CONCEPTS MADE SIMPLE.** - SATISH JAIN. M. GEETHA 2019

**Peter Norton's Computing Fundamentals** - Peter Norton 2003  
Peter Norton's Computing Fundamentals 5th Edition is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an. Overview of computers, input methods and output devices, . processing data, storage devices, operating systems, software, . networking, Internet resources, and graphics. .

*Fundamentals of Java Programming* - Mitsunori Ogihara 2018-07-13  
Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used for a one-semester course to build solid foundations in Java, Fundamentals of Java Programming eschews second-semester content to concentrate on over 180 code examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides.

Computer Fundamentals - B. Ram 2000

Foundations of Computing - Pradeep K. Sinhs 2002-11-01

This Thoughtfully Organized Book Has Been Designed To Provide Its Readers With A Sound Foundation Of Computers And Information Technology. The Number Of Chapters, Chapter Topics, And The Contents Of Each Chapter Have Been Carefully Chosen To Introduce The Readers To All Important Concepts Through A Single Book. Each Chapter Addresses The Fundamental Concepts, Popular Technologies, And Current State-Of-The-Art Topics. Complete With Numerous Illustrations And Examples, Chapter Summaries, End-Of-Chapter Questions, And A Glossary Of Important Terms, Foundations Of Computing Is Designed To Serve As An Ideal Textbook For Various Courses Offered In Computer Science, Information Technology, And Other Related Areas. You Will Find Sufficient Coverage Of All Major Topics In The Field, Including Several New And Advanced Topics, Such As:Software Engineering,Object-Oriented Programming,Network, Distributed, And Real-Time Operating Systems,Unix, Windows, And Linux Operating Systems,Relational, Object-Oriented, And Multimedia Databases,Data Warehousing And Data Mining,Information Security In Computer Systems,Multimedia Computing Systems And Applications,Wireless Networks,The Internet,And Many More&..

Computer Fundamentals - Pradeep K. Sinha 2004-11-01

**Guide to Computer Network Security** - Joseph Migga Kizza 2020-06-03

This timely textbook presents a comprehensive guide to the core topics in cybersecurity, covering issues of security that extend beyond traditional computer networks to the ubiquitous mobile communications and online social networks that have become part of our daily lives. In the context of our growing dependence on an ever-changing digital ecosystem, this book stresses the importance of security awareness, whether in our homes, our businesses, or our public spaces. This fully updated new edition features new material on the security issues raised by blockchain technology, and its use in logistics, digital ledgers, payments systems, and digital contracts. Topics and features: Explores

the full range of security risks and vulnerabilities in all connected digital systems Inspires debate over future developments and improvements necessary to enhance the security of personal, public, and private enterprise systems Raises thought-provoking questions regarding legislative, legal, social, technical, and ethical challenges, such as the tension between privacy and security Describes the fundamentals of traditional computer network security, and common threats to security Reviews the current landscape of tools, algorithms, and professional best practices in use to maintain security of digital systems Discusses the security issues introduced by the latest generation of network technologies, including mobile systems, cloud computing, and blockchain Presents exercises of varying levels of difficulty at the end of each chapter, and concludes with a diverse selection of practical projects Offers supplementary material for students and instructors at an associated website, including slides, additional projects, and syllabus suggestions This important textbook/reference is an invaluable resource for students of computer science, engineering, and information management, as well as for practitioners working in data- and information-intensive industries.

*How to Solve it by Computer* - Dromey 2008

*DISTRIBUTED OPERATING SYSTEMS* - PRADEEP K. SINHA 1998-01-01  
The highly praised book in communications networking from IEEE Press, now available in the Eastern Economy Edition. This is a non-mathematical introduction to Distributed Operating Systems explaining the fundamental concepts and design principles of this emerging technology. As a textbook for students and as a self-study text for systems managers and software engineers, this book provides a concise and an informal introduction to the subject.

*The C Programming Language* - Brian W. Kernighan 1988  
Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

**OBJECTIVE Computer Awareness** - Arihant Experts 2019-06-04

Computer Awareness is an important section for various exams of the country including IBPS, SBI (Bank PO & Clerk), SSC, Railway, Police and many other state competitive exams. Hence, it comes as no surprise that having strong knowledge about computer plays an important role in getting success in exams. This book "Learn, Revise and Practice Computer Awareness" once again brings in the complete study material for Computer knowledge at one place for you. Designed on the basis of close considerations of various examinations' syllabus and pattern, it serves as the most suitable read to understand computer awareness. It includes Chapterwise theories, Question Bank with each chapter, Chapterwise Past Years' Questions and 5 Practice Sets for Complete Practice. Abbreviations and Glossary are also given at the end. Providing to-the-point, chapterwise study supported by definitions, examples, exercises and more, it promotes the best learning along with revision and practice to perform well in exams. TOC Introduction to Computer, Computer Architecture, Computer Hardware, Computer Memory, Data Representation, Computer Software, Operating System, Programming Concepts, Microsoft Windows, Microsoft Office, Database Concepts, Internet and its Services, Computer Security, Practice Sets (1-5), Abbreviations, Glossary

*Smart Trajectories* - Azedine Boulmakoul 2022-12-30

This book highlights the developments, discoveries, and practical and advanced experiences related to responsive distributed computing and how it can support the deployment of trajectory-based applications in smart systems. Smart Trajectories: Metamodeling, Reactive Architecture for Analytics and Smart Applications deals with the representation and manipulation of smart trajectories in various applications and scenarios. Presented in three parts, the book first discusses the foundation and principles for spatial information systems, complex event processing, and building a reactive architecture. Next, the book discusses modeling and architecture in relation to smart trajectory metamodeling, mining and big trajectory data, and clustering trajectories. The final section discusses advanced applications and trends in the field, including congestion trajectory analytics and real-time Big Data analytics in cloud

ecosystems. Metamodeling, distributed architectures, reactive programming, Big Data analytics, NoSQL databases, connected objects, and edge-fog-cloud computing form the basis of the concepts and applications discussed. The book also presents a number of case studies to demonstrate smart trajectories related to spatiotemporal events such as traffic congestion and pedestrian accidents. This book is intended for graduate students in computer engineering, spatial databases, complex event processing, distributed systems, and geographical information systems (GIS). The book will also be useful for practicing traffic engineers, city managers, and environmental engineers interested in monitoring and security analysis.

Computer Systems - Ata Elahi 2017-11-08

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines.

- Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly
- Covers basic number system and coding, basic knowledge in digital design, and components of a computer
- Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

*Design and Analysis of Mechanisms* - Michael J. Rider 2015-07-07

A planar or two-dimensional (2D) mechanism is the combination of two or more machine elements that are designed to convey a force or motion

across parallel planes. For any mechanical engineer, young or old, an understanding of planar mechanism design is fundamental. Mechanical components and complex machines, such as engines or robots, are often designed and conceptualised in 2D before being extended into 3D. Designed to encourage a clear understanding of the nature and design of planar mechanisms, this book favours a frank and straightforward approach to teaching the basics of planar mechanism design and the theory of machines with fully worked examples throughout. Key Features: Provides simple instruction in the design and analysis of planar mechanisms, enabling the student to easily navigate the text and find the desired material Covers topics of fundamental importance to mechanical engineering, from planar mechanism kinematics, 2D linkage analyses and 2D linkage design to the fundamentals of spur gears and cam design Shows numerous example solutions using EES (Engineering Equation Solver) and MATLAB software, with appendices dedicated to explaining the use of both computer tools Follows end-of-chapter problems with clearly detailed solutions

*INFORMATION TECHNOLOGY : THEORY AND PRACTICE* - SINHA, PRADEEP K. 2016-03-14

This book is based on the premise that knowledge of Information Technology (IT) is essential today for people in every walk of life and all types of profession. It is designed to impart a unified body of knowledge and practice in IT to its readers. Readers can apply this knowledge in innovative ways for various strategic advantages such as increasing productivity, improving quality of products and services, problem solving, decision making, and improving their own and others living standards. The textbook takes a practical approach to introduce the various components of IT to its readers. While doing so, it demonstrates how IT is being used in modern enterprises by various departments to carry out their activities with greater ease, speed, and accuracy than before. It also introduces several new business models and practices made possible due to IT that enterprises are now using for better profitability. In the process, the book provides to its readers a sound foundation of various components and aspects of IT. It also introduces to

its readers several latest concepts and technologies in IT such as Wearable computers, Green computing, Cloud computing, Speech recognition and voice response systems, 4G and 5G networks, Big data analytics, Data science, Web 3.0, IPv6, 3D printing, Enterprise 2.0 organization, etc.

*Differential and Integral Calculus* - Richard Courant 2011-08-15

The classic introduction to the fundamentals of calculus Richard Courant's classic text *Differential and Integral Calculus* is an essential text for those preparing for a career in physics or applied math. Volume 1 introduces the foundational concepts of "function" and "limit", and offers detailed explanations that illustrate the "why" as well as the "how". Comprehensive coverage of the basics of integrals and differentials includes their applications as well as clearly-defined techniques and essential theorems. Multiple appendices provide supplementary explanation and author notes, as well as solutions and hints for all in-text problems.

*Indian Books in Print* - 2003

*Probability and Statistics for Computer Science* - David Forsyth 2017-12-13

This textbook is aimed at computer science undergraduates late in sophomore or early in junior year, supplying a comprehensive background in qualitative and quantitative data analysis, probability, random variables, and statistical methods, including machine learning. With careful treatment of topics that fill the curricular needs for the course, *Probability and Statistics for Computer Science* features: • A treatment of random variables and expectations dealing primarily with the discrete case. • A practical treatment of simulation, showing how many interesting probabilities and expectations can be extracted, with particular emphasis on Markov chains. • A clear but crisp account of simple point inference strategies (maximum likelihood; Bayesian inference) in simple contexts. This is extended to cover some confidence intervals, samples and populations for random sampling with replacement, and the simplest hypothesis testing. • A chapter dealing

with classification, explaining why it's useful; how to train SVM classifiers with stochastic gradient descent; and how to use implementations of more advanced methods such as random forests and nearest neighbors. • A chapter dealing with regression, explaining how to set up, use and understand linear regression and nearest neighbors regression in practical problems. • A chapter dealing with principal components analysis, developing intuition carefully, and including numerous practical examples. There is a brief description of multivariate scaling via principal coordinate analysis. • A chapter dealing with clustering via agglomerative methods and k-means, showing how to build vector quantized features for complex signals. Illustrated throughout, each main chapter includes many worked examples and other pedagogical elements such as boxed Procedures, Definitions, Useful Facts, and Remember This (short tips). Problems and Programming Exercises are at the end of each chapter, with a summary of what the reader should know. Instructor resources include a full set of model solutions for all problems, and an Instructor's Manual with accompanying presentation slides.

*Net-Studies in Library and Information Science* - Khalid K. Faruqi 2005  
The Book Is Written For Post-Graduate Students Preparing For Ugc-Net, Set Examination. It Contains Multiple Choice Objective Type Questions, Covering Different Aspects Of Library And Information Science. The Questions In This Book Cover Both Traditional Librarianship As Well As Modern Aspects Such As Information And Information Science, Library Automation, Computers And Information Technology Etc. At The End Of Each Chapter Solutions Have Been Provided. The Book Shall Be Found Useful For Those Who Are Appearing To Get Admission To M.L.I.S. Or M.Phil. Courses, Or Appearing For Staff Selection Commission Or Other Recruitment Tests.

**Fundamentals of Mobile and Pervasive Computing** - Frank Adelstein 2005-01-20

The authoritative, general reference that has been sorely missing in the field of mobile computing This book teaches all the main topics via the hottest applications in a rapidlygrowing field. "Big picture" explanations

of ad hoc networks and service discovery Exercises, projects, and solutions to illustrate core concepts Extensive wireless security methodologies

The Supervised Learning Workshop - Blaine Bateman 2020-02-28  
Cut through the noise and get real results with a step-by-step approach to understanding supervised learning algorithms

Fundamentals of Computers - Reema Thareja 2019-05-15  
Fundamentals of Computers has been specifically designed for anybody and everybody who wants to be familiar with basic concepts of computers. It is an ideal text for self-learning basic computer concepts (such as organization, architecture, input and output devices, primary and secondary memory) as well as advanced topics (such as operating systems, computer networks, and databases). The book also provides step-by-step tutorials to learn different MS Office applications such as Word, PowerPoint, and Excel. The book can be useful for a broad spectrum of students, varying from non-computer background students enrolled in elementary courses on Information Technology and Computer Sciences to students enrolled in professional courses such as BCA and MCA.

**Peter Norton's Introduction to Computers** - Peter Norton 1995  
Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach': A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

**Programming for Engineers** - Aaron R. Bradley 2011-10-25  
To learn to program is to be initiated into an entirely new way of thinking about engineering, mathematics, and the world in general. Computation is integral to all modern engineering disciplines, so the better you are at

programming, the better you will be in your chosen field. The author departs radically from the typical presentation by teaching concepts and techniques in a rigorous manner rather than listing how to use libraries and functions. He presents pointers in the very first chapter as part of the development of a computational model that facilitates an ab initio presentation of subjects such as function calls, call-by-reference, arrays, the stack, and the heap. The model also allows students to practice the essential skill of memory manipulation throughout the entire course rather than just at the end. As a result, this textbook goes further than is typical for a one-semester course -- abstract data types and linked lists, for example, are covered in depth. The computational model will also serve students in their adventures with programming beyond the course: instead of falling back on rules, they can think through the model to decide how a new programming concept fits with what they already know. The book is appropriate for undergraduate students of engineering and computer science, and graduate students of other disciplines. It contains many exercises integrated into the main text, and the author has made the source code available online.

**Computer Fundamentals** - Anita Goel 2010-09  
Computer Fundamentals is specifically designed to be used at the beginner level. It covers all the basic hardware and software concepts in computers and its peripherals in a very lucid manner.

**Distributed Computing** - Ajay D. Kshemkalyani 2011-03-03  
Designing distributed computing systems is a complex process requiring a solid understanding of the design problems and the theoretical and practical aspects of their solutions. This comprehensive textbook covers the fundamental principles and models underlying the theory, algorithms and systems aspects of distributed computing. Broad and detailed coverage of the theory is balanced with practical systems-related issues such as mutual exclusion, deadlock detection, authentication, and failure recovery. Algorithms are carefully selected, lucidly presented, and described without complex proofs. Simple explanations and illustrations are used to elucidate the algorithms. Important emerging topics such as peer-to-peer networks and network security are also considered. With

vital algorithms, numerous illustrations, examples and homework problems, this textbook is suitable for advanced undergraduate and graduate students of electrical and computer engineering and computer science. Practitioners in data networking and sensor networks will also find this a valuable resource. Additional resources are available online at [www.cambridge.org/9780521876346](http://www.cambridge.org/9780521876346).

**Computer Applications in Library** - Badan Barman 2011-06-01  
Computer Applications in Library: Course Material for Diploma in Library and Information Science Programme of Krishna Kanta Handiqui State Open University

**Kotlin In-depth [Vol-II]** - Sedunov Aleksei 2020-03-07

Master the concise and expressive power of a pragmatic multi-paradigm language for JVM, Android and beyond

**Key Features**

- Language fundamentals
- Object-oriented and functional programming with Kotlin
- Kotlin standard library
- Building domain-specific languages
- Using Kotlin for Web development
- Kotlin for Android platform
- Coroutine-based concurrency

**Description**

The purpose of this book is to guide a reader through the capabilities of the Kotlin language and give examples of using it for development of various applications be it desktop, mobile or Web. Although our primary focus is on the JVM and Android, the knowledge we're sharing here to various extents applies to other Kotlin-supported platforms such as JavaScript, native and even multi-platform applications. The book starts with an introduction to language and its ecosystem that will give you an understanding of the key ideas behind Kotlin design, introduce you to the Kotlin tooling and present you the basic language syntax and constructs. In the next chapters we'll get to know the multi-paradigm nature of Kotlin which allows you to create powerful abstractions by combining various aspects of functional and object-oriented programming. We'll talk about using common Kotlin APIs such as the standard library, reflection, and coroutine-based concurrency as well as the means for creating your own flexible APIs based on domain-specific languages. In the concluding chapters, we'll give examples of using Kotlin for more specialized tasks such as testing, building Android applications, Web development and

creating microservices.

**What will you learn**

By the end of the book, you'll obtain a thorough knowledge of all basic aspects of Kotlin programming. You'll be able to create a flexible and reusable code by taking advantage of object-oriented and functional features, use Kotlin standard library, compose your own domain-specific languages, write asynchronous code using Kotlin coroutines library as well. You'll also have a basic understanding of using Kotlin for writing test code, web applications and Android development. This knowledge will also give you a solid foundation for deeper learning of related development platforms, tools and frameworks.

**Who this book is for**

The book is primarily aimed at developers familiar with Java and JVM and willing to get a firm understanding of Kotlin while having little to no experience in that language. Discussion of various language features will be accompanied, if deemed necessary, by comparisons with their Java's analogs which should simplify Java-to-Kotlin transition. Most of the material, however, is rather Java-agnostic and should be beneficial even without prior Java knowledge. In general, experience in object-oriented or functional paradigm is a plus, but not required.

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**About the Author**

Aleksei Sedunov has been working as a Java developer since 2008. After joining JetBrains in 2012 he's been actively participating in the Kotlin language development focusing on IDE tooling for the IntelliJ platform. Currently, he's working in a DataGrip team, a JetBrains Database IDE, carrying on with using Kotlin as the main development tool.

**His LinkedIn Profile:**

<https://www.linkedin.com/in/alexey-sedunov-8554a530/>

**Pratiyogita Darpan** - 2008-02

Pratiyogita Darpan (monthly magazine) is India's largest read General Knowledge and Current Affairs Magazine. Pratiyogita Darpan (English monthly magazine) is known for quality content on General Knowledge and Current Affairs. Topics ranging from national and international news/ issues, personality development, interviews of examination

toppers, articles/ write-up on topics like career, economy, history, public administration, geography, polity, social, environment, scientific, legal etc, solved papers of various examinations, Essay and debate contest, Quiz and knowledge testing features are covered every month in this magazine.

*International Books in Print - 1997*

**Handbook of Computer Science & IT - Arihant Experts 2018-04-20**

Scope of science and technology is expanding at an exponential rate and so is the need of skilled professionals i.e., Engineers. To stand out of the crowd amidst rising competition, many of the engineering graduates aim to crack GATE, IES and PSUs and pursue various post graduate Programmes. Handbook series as its name suggests is a set of Best-selling Multi-Purpose Quick Revision resource books, those are devised

with anytime, anywhere approach. It's a compact, portable revision aid like none other. It contains almost all useful Formulae, equations, Terms, definitions and many more important aspects of these subjects. Computer Science & IT Handbook has been designed for aspirants of GATE, IES, PSUs and Other Competitive Exams. Each topic is summarized in the form of key points and notes for everyday work, problem solving or exam revision, in a unique format that displays concepts clearly. The book also displays formulae and circuit diagrams clearly, places them in context and crisply identities and describes all the variables involved Theory of Computation, Data Structure with Programming in C, Design and Analysis of Algorithm, Database Management Systems, Operation System, Computer Network, Compiler Design, Software Engineering and Information System, Web Technology, Switching Theory and Computer Architecture