

V Rajaraman Fundamentals Of Computers Fourth Edition

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This book is an ideal text for undergraduate and postgraduate students of Computer Applications (BCA and MCA), undergraduate students of engineering and computer science who study fundamentals of computers as a core course, and students of management who should all know the basics of computer hardware and software. It is ideally suited for working professionals who want to update their knowledge of fundamentals of computers.

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Vaidyeswaran Rajaraman is an Indian engineer, academic and writer, known for his pioneering efforts in the field of Computer Science education in India. He is credited with the establishment of the first academic programme in computer science in India, which he helped initiate at the Indian Institute of Technology, Kanpur in 1965. An elected fellow of all the Indian science academies, he is a recipient of Shanti Swarup Bhatnagar Prize, the highest Indian award in Science and Technology category

Vaidyeswaran Rajaraman - Wikipedia

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FUNDAMENTALS OF COMPUTERS: Edition 6 by V. RAJARAMAN ...

The fifth edition of highly acclaimed Fundamentals of Computers lucidly presents how a computer system functions, besides teaching basics of programming Both hardware and software aspects of computers are covered The book begins with how numeric and character data are represented in a computer, how various input and output units function, how different types of memoryThe fifth edition of highly acclaimed Fundamentals of Computers lucidly presents how a computer system functions, besides ...

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The sixth edition of the highly acclaimed “ Fundamentals of Computers ” lucidly presents how a computer system functions. Both hardware and software aspects of computers are covered. The book begins with how numeric and character data are represented in a computer, how various input and output units function, how different types of memory units are organized, and how data is processed by the processor. The interconnection and communication between the I/O units, the memory, and the processor is explained clearly and concisely. Software concepts such as programming languages, operating systems, and communication protocols are discussed. With growing use of wireless to access computer networks, cellular wireless communication systems, WiFi (Wireless high fidelity), and

WiMAX have become important. Thus it has now become part of “ fundamental knowledge ” of computers and has been included. Besides this, use of computers in multimedia processing has become commonplace and hence is discussed. With the increase in speed of networks and consequently the Internet, new computing environments such as peer to peer, grid, and cloud computing have emerged and will change the future of computing. Hence a new chapter on this topic has been included in this edition. This book is an ideal text for undergraduate and postgraduate students of Computer Applications (BCA and MCA), undergraduate students of engineering and computer science who study fundamentals of computers as a core course, and students of management who should all know the basics of computer hardware and software. It is ideally suited for working professionals who want to update their knowledge of fundamentals of computers. Key features

- Fully updated retaining the style and all contents of the fifth edition.
- In-depth discussion of both wired and wireless computer networks.
- Extensive discussion of analog and digital communications.
- Advanced topics such as multiprogramming, virtual memory, DMA, RISC, DSP, RFID, Smart Cards, WiGig, GSM, CDMA, novel I/O devices, and multimedia compression (MP3, MPEG) are described from first principles.
- A new chapter on Emerging Computing Environments, namely, peer to peer, grid, and cloud computing, has been added for the first time in an entry level book.
- Each chapter begins with learning goals and ends with a summary to aid self-study.
- Includes an updated glossary of over 340 technical terms used in the book.

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.

his textbook is designed to teach a first course in Information Technology (IT) to all undergraduate students. In view of the all-pervasive nature of IT in today ’ s world a decision has been taken by many universities to introduce IT as a compulsory core course to all Bachelor ’ s degree students regardless of their specialisation. This book is intended for such a course. The approach taken in this book is to emphasize the fundamental “ Science ” of Information Technology rather than a cook book of skills. Skills can be learnt easily by practice with a computer and by using instructions given in simple web lessons that have been cited in the References. The book defines Information Technology as the technology that is used to acquire, store, organize, process and disseminate processed data, namely, information. The unique aspect of the book is to examine processing all types of data: numbers, text, images, audio and video data. As IT is a rapidly changing field, we have taken the approach to emphasize reasonably stable, fundamental concepts on which the technology is built. A unique feature of the book is the discussion of topics such as image, audio and video compression technologies from first principles. We have also described the latest technologies such as ‘ e-wallets ’ and ‘ cloud computing ’ . The book is suitable for all Bachelor ’ s degree students in Science, Arts, Computer Applications, and Commerce. It is also useful for general reading to learn about IT and its latest trends. Those who are curious to know, the principles used to design jpg, mp3 and mpeg4 compression, the image formats—bmp, tiff, gif, png, and jpg, search engines, payment systems such as BHIM and Paytm, and cloud computing, to mention a few of the technologies discussed, will find this book useful. KEY FEATURES

- Provides comprehensive coverage of all basic concepts of IT from first principles
- Explains acquisition, compression, storage, organization, processing and dis-semination of multimedia data
- Simple explanation of mp3, jpg, and mpeg4 compression
- Explains how computer networks and the Internet work and their applications
- Covers business data processing, World Wide Web, e-commerce, and IT laws
- Discusses social impacts of IT and career opportunities in IT and IT enabled services
- Designed for self-study with every chapter starting with learning objectives and concluding with a comprehensive summary and a large number of exercises.

This book introduces students to the basics of computers, software and internet along with how to program computers using the C language. It is intended for an introductory course that gives beginning engineering and science students a firm rooting in the fundamental principles of computers and information technology, and also provides invaluable insights into key concepts of computing through development of skills in programming and problem solving using C language. To this end, the book is eminently suitable for the first-year engineering students of all branches and MCA students, as per the prescribed syllabus of several universities. C is a difficult language to learn if it is not methodically introduced. The book explains C and its basic programming techniques in a way suitable for beginning students. It begins by giving students a solid foundation in algorithms to help them grasp the overall concepts of programming a computer as a problem-solving tool. Simple aspects of C are introduced first to enable students to quickly start writing programs. More difficult concepts in the latter parts of the book, such as pointers and their use, have been presented in an accessible manner making the learning of C an exciting and interesting experience. The methodology used is to illustrate each new concept with a program and emphasize a good style in programming to allow students to gain sufficient skills in problem solving. KEY FEATURES

Self-contained introduction to both computers and programming for beginners All important features of C illustrated with over 100 examples Good style in programming emphasized Laboratory exercises on applications of MS Office, namely, Word processing, Spreadsheet, PowerPoint are included.

Designed as an introductory text for the students of computer science, computer applications, electronics engineering and information technology for their first course on the organization and architecture of computers, this accessible, student friendly text gives a clear and in-depth analysis of the basic principles underlying the subject. This self-contained text devotes one full chapter to the basics of digital logic. While the initial chapters describe in detail about computer organization, including CPU design, ALU design, memory design and I/O organization, the text also deals with Assembly Language Programming for Pentium using NASM assembler. What distinguishes the text is the special attention it pays to Cache and Virtual Memory organization, as well as to RISC architecture and the intricacies of pipelining. All these discussions are climaxed by an illuminating discussion on parallel computers which shows how processors are interconnected to create a variety of parallel computers. KEY FEATURES

Self-contained presentation starting with data representation and ending with advanced parallel computer architecture. Systematic and logical organization of topics. Large number of worked-out

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examples and exercises. Contains basics of assembly language programming. Each chapter has learning objectives and a detailed summary to help students to quickly revise the material.

Today all computers, from tablet/desktop computers to super computers, work in parallel. A basic knowledge of the architecture of parallel computers and how to program them, is thus, essential for students of computer science and IT professionals. In its second edition, the book retains the lucidity of the first edition and has added new material to reflect the advances in parallel computers. It is designed as text for the final year undergraduate students of computer science and engineering and information technology. It describes the principles of designing parallel computers and how to program them. This second edition, while retaining the general structure of the earlier book, has added two new chapters, ' Core Level Parallel Processing ' and ' Grid and Cloud Computing ' based on the emergence of parallel computers on a single silicon chip popularly known as multicore processors and the rapid developments in Cloud Computing. All chapters have been revised and some chapters are re-written to reflect the emergence of multicore processors and the use of MapReduce in processing vast amounts of data. The new edition begins with an introduction to how to solve problems in parallel and describes how parallelism is used in improving the performance of computers. The topics discussed include instruction level parallel processing, architecture of parallel computers, multicore processors, grid and cloud computing, parallel algorithms, parallel programming, compiler transformations, operating systems for parallel computers, and performance evaluation of parallel computers.

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