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SAFARI TECH BOOKS ONLINE

Ofrece libros con texto completo en línea sobre informática y/o tecnología. Contiene información relacionada con: negocio, certificación, medios creativos, bases de datos, productividad, negocios electrónicos, computación de empresas, Java, Linux/Unix, Macintosh, redes, programación, ingeniería de programación, administración de WEB, diseño de páginas, Windows y XML. La suscripción de la Biblioteca está limitada a dos usuarios simultáneos con acceso remoto.

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1. C++ How to Program, Eighth Edition

C++ How to Program, Eighth Edition is ideal for Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This book also serves as a useful reference for programmers. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity...
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<td>Make: Electronics</td>
<td>Charles Platt</td>
<td>O'Reilly Media, Inc.</td>
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<td>24-NOV-2009</td>
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<td><strong>Overview: Make: Electronics</strong></td>
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<td>Want to learn the fundamentals of electronics in a fun, hands-on way? With Make: Electronics, you'll start working on real projects as soon as you crack open the book. Explore all of the key components and essential principles through a series of fascinating experiments. You'll build the circuits first, then learn the theory behind them! Build working devices, from simple to complex. You'll start with the basics and then move on to more complicated projects. Go from switching circuits to integrated circuits, and from simple alarms to programmable microcontrollers. Step-by-step instructions...</td>
<td>Make: Electronics</td>
<td>Charles Platt</td>
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<td><strong>Overview: Visual C# 2010: How to Program, Fourth Edition</strong></td>
<td>Visual C# 2010: How to Program, Fourth Edition is appropriate for all basic-to-intermediate level courses in Visual C# 2010 programming. It is also ideal for basic to intermediate-level programmers. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual C# 2010 How to Program, Fourth Edition introduces all facets of the C# 2010 language hands-on, through hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual C# 2010 and .NET 4; all discussions and sample code have been carefully...</td>
<td>Visual C# 2010: How to Program, Fourth Edition</td>
<td>Paul Deitel; Harvey Deitel</td>
<td>Prentice Hall</td>
<td>13-OCT-2010</td>
<td>21-JUN-2011</td>
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<td><strong>Overview: Java™ Programming</strong></td>
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<td>Develop, Compile, and Debug High-Performance Java Applications Take your Java skills to the next level using the expert programming techniques contained in this Oracle Press guide. Featuring real-world code samples and detailed instructions, Java Programming demonstrates how to fully utilize the powerful features of Java SE 7. Find out how to design multithreaded and network applications, integrate structured exception handling, use Java libraries, and develop Swing-based GUIs and applets. Inheritance, generics, and utility classes are are covered in this practical resource. Create...</td>
<td>Java™ Programming</td>
<td>Poornachandra Sarang</td>
<td>McGraw-Hill</td>
<td>20-JAN-2012</td>
<td>20-JUL-2012</td>
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Would you like to understand the most important elements of Class diagrams? (See page 35.) Do you want to see the new UML 2.0 interaction frame notation for adding control flow to sequence diagrams (see page 58) and the unofficial notation that many prefer? (See page 60.) Do you want to know what changes have been made to all versions of the UML? (See page 151.) Do you want a quick reference to the most useful parts of the UML notation? (See the inside covers.) Do you want to find out what diagram types were added to the UML 2.0 without wading through the spec? (See page...
8. Modern C++ Design: Generic Programming and Design Patterns Applied
By: Andrei Alexandrescu
Publisher: Addison-Wesley Professional
Publication Date: 13-FEB-2001
Insert Date: 26-FEB-2003
Slots: 1.0
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Overview: Modern C++ Design: Generic Programming and Design Patterns Applied
Modern C++ Design is an important book. Fundamentally, it demonstrates generic patterns or pattern templates as a powerful new way of creating extensible designs in C++ a new way to combine templates and patterns that you may never have dreamt was possible, but is. If your work involves C++ design and coding, you should read this book. Highly recommended. Herb Sutter What's left to say about C++ that hasn't already been said? Plenty, it turns out. From the Foreword by John Vlissides In Modern C++ Design, Andrei Alexandrescu opens new vistas for C++ programmers. Displaying...

By: Steve Oualline
Publisher: O'Reilly Media, Inc.
Publication Date: 13-DEC-2002
Insert Date: 01-FEB-2003
Slots: 1.0
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Overview: Practical C++ Programming, Second Edition
C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The 2nd edition of Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this 2nd edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short,...

10. Java™ How to Program, Seventh Edition
Publisher: Prentice Hall
Publication Date: 27-DEC-2006
Insert Date: 04-JUL-2008
Slots: 1.0
Table of Contents ● Start Reading

Overview: Java™ How to Program, Seventh Edition
The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release Java Standard Edition (Java SE) 6....
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<td>The world's leading introduction to networking fully updated for tomorrow's key technologies. Computer Networks, Fourth Edition is the ideal introduction to today's networks and tomorrow's. This classic best seller has been thoroughly updated to reflect the newest and most important networking technologies with a special emphasis on wireless networking, including 802.11, Bluetooth, broadband wireless, ad hoc networks, i-mode, and WAP. But fixed networks have not been ignored either with coverage of ADSL, gigabit Ethernet, peer-to-peer networks, NAT, and MPLS. And there is lots of new material...</td>
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| 12  | Mastering Algorithms with C                          | Kyle Loudon                                                              | O'Reilly Media, Inc.             | 05-AUG-1999       | 10-MAY-2003   | 1.0   |                   | Start Reading |
|     | Overview: Mastering Algorithms with C                |                                                                           |                                  |                   |               |       |                   |               |
|     | There are many books on data structures and algorithms, and some books laying out useful libraries of C functions, but this book aims to give you a unique combination of theoretical background and working code. In offering robust solutions for everyday programming tasks, Mastering Algorithms with C avoids the abstract style of most classic data structures and algorithms texts but still provides all the information you need to understand the purpose and use of common programming techniques. Implementations, as well as interesting, real-world examples of each data structure and algorithm, are... |

|     | Overview: Internet & World Wide Web: How to Program, Fourth Edition |                                                                         |                                  |                   |               |       |                   |               |
|     | Internet and World Wide Web How to Program, 4e by market leading authors, Harvey M. Deitel and Paul J. Deitel introduces readers with little or no programming experience to the exciting world of Web-Based applications. This book has been substantially revised to reflect today's Web 2.0 rich Internet application-development methodologies. A comprehensive book that covers the fundamentals needed to program on the Internet, this book provides in-depth coverage of introductory programming principles, various markup languages (XHTML, Dynamic HTML and XML), several scripting languages (JavaScript,... |

**Overview:** Are you a beginning programmer just getting started in 3D graphics programming? If you're comfortable programming in C++ and have a basic understanding of 3D math concepts, Beginning OpenGL Game Programming, Second Edition will get you started programming 3D graphics for games using the OpenGL API. Revised to work with the latest version of OpenGL, OpenGL 3.0, this book is perfect for programmers who are new to game development or new to OpenGL. New skills and concepts are taught using step-by-step instructions, with end-of-chapter exercises for testing and reinforcement. From creating a...

15. **Design Patterns Explained: A New Perspective on Object-Oriented Design, Second Edition**

**Overview:** "One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples—this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." Bruce Eckel "...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts...

16. **INTRODUCTION TO 80×86 Assembly Language and Computer Architecture**

**Overview:** Thoroughly revised and updated throughout, the Second Edition of Introduction to 80x86 Assembly Language and Computer Architecture provides students with a clear and concise introduction to the inner workings of the computer, and their many levels and functions. Through introducing real instruction sets and writing real assembly language programs, students will become acquainted with the basics of computer architecture. The Second Edition now includes the use of the Microsoft Visual Studio environment, which is widely available to students and professionals, and provides a robust...
17. **C++ How to Program, Sixth Edition**
   Publisher: Prentice Hall
   Publication Date: 24-JUL-2007
   Insert Date: 04-JUL-2008
   Slots: 1.0

**Overview:** *C++ How to Program, Sixth Edition*
For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early objects approach. The text has an emphasis on achieving program clarity through structured and object-oriented programming, software reuse and...

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18. **Web Design in a Nutshell, Third Edition**
   By: Jennifer Niederst Robbins
   Publisher: O'Reilly Media, Inc.
   Publication Date: 21-FEB-2006
   Insert Date: 08-APR-2006
   Slots: 1.0

**Overview:** *Web Design in a Nutshell, Third Edition*
Are you still designing web sites like it's 1999? If so, you're in for a surprise. Since the last edition of this book appeared five years ago, there has been a major climate change with regard to web standards. Designers are no longer using (X)HTML as a design tool, but as a means of defining the meaning and structure of content. Cascading Style Sheets are no longer just something interesting to tinker with, but rather a reliable method for handling all matters of presentation, from fonts and colors to the layout of the entire page. In fact, following the standards is now a mandate...

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19. **RTP: Audio and Video for the Internet**
   By: Colin Perkins
   Publisher: Addison-Wesley Professional
   Publication Date: 11-JUN-2003
   Insert Date: 22-AUG-2003
   Slots: 1.0

**Overview:** *RTP: Audio and Video for the Internet*
The Real-time Transport Protocol (RTP) provides a framework for delivery of audio and video across IP networks with unprecedented quality and reliability. In RTP: Audio and Video for the Internet, Colin Perkins, a leader of the RTP standardization process in the IETF, offers readers detailed technical guidance for designing, implementing, and managing any RTP-based system. By bringing together crucial information that was previously scattered or difficult to find, Perkins has created an incredible resource that enables professionals to leverage RTP's benefits in a wide range of Voice-over...
Overview: **Concurrent Programming on Windows**

When you begin using multi-threading throughout an application, the importance of clean architecture and design is critical. . . . This places an emphasis on understanding not only the platforms capabilities but also emerging best practices. Joe does a great job interspersing best practices alongside theory throughout his book. From the Foreword by Craig Mundie, Chief Research and Strategy Officer, Microsoft Corporation Author Joe Duffy has risen to the challenge of explaining how to write software that takes full advantage of concurrency and hardware parallelism. In...

Overview: **Virtual World Design and Creation for Teens**

This book shows teens how to develop virtual 3D worlds using the simple, visual programming language, Alice. Virtual worlds can take the form of animated stories, movies, and games. Readers will learn step-by-step how to create virtual worlds, including developing their story, setting up their world, adding and animating characters, and sharing their world with others. They'll even discover how to add strategy to their worlds so they can be used as interactive stories or games. Written in clear language using projects to teach new skills, the book is easy to follow at the reader's individual...


OpenGL SuperBible, Fourth Edition, begins by illuminating the core techniques of classic OpenGL graphics programming, from drawing in space to geometric transformations, from lighting to texture mapping. The authors cover newer OpenGL capabilities, including OpenGL 2.1s powerful programmable pipeline, vertex and fragment shaders, and advanced buffers. They also present thorough, up-to-date introductions to OpenGL implementations on multiple platforms, including Windows, Mac OS X, GNU/Linux, UNIX, and embedded systems. Coverage includes An entirely new chapter on OpenGL ES...

Overview: Process Control: Modeling, Design, and Simulation
Master process control hands on, through practical examples and MATLAB simulations. This is the first complete introduction to process control that fully integrates software tools enabling professionals and students to master critical techniques hands on, through computer simulations based on the popular MATLAB environment. Process Control: Modeling, Design, and Simulation teaches the field's most important techniques, behaviors, and control problems through practical examples, supplemented by extensive exercises with detailed derivations, relevant software files, and additional techniques...


Access Database Design & Programming takes you behind the details of the Access interface, focusing on the general knowledge necessary for Access power users or developers to create effective database applications. When using software products with graphical interfaces, we frequently focus so much on the interface that we forget about the general concepts that allow us to understand and use the software effectively. In particular, this book focuses on three areas: Database design. The book provides an enjoyable, informative overview of database design that carefully shows you how to...


Overview: Learning the Unix Operating System, 5th Edition
If you are new to Unix, this concise book will tell you just what you need to get started and no more. Unix was one of the first operating systems written in C, a high-level programming language, and its natural portability and low price made it a popular choice among universities. Initially, two main dialects of Unix existed: one produced by AT&T known as System V, and one developed at UC Berkeley and known as BSD. In recent years, many other dialects have been created, including the highly popular Linux operating system and the new Mac OS X (a derivative of BSD). Learning the Unix...
26. **Patterns for Parallel Programming**
   By: Timothy G. Mattson; Beverly A. Sanders; Berna L. Massingill
   Publisher: Addison-Wesley Professional
   Publication Date: 15-SEP-2004
   Insert Date: 04-FEB-2005
   Slots: 1.0
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**Overview:** Patterns for Parallel Programming
The Parallel Programming Guide for Every Software Developer
From grids and clusters to next-generation game consoles,
parallel computing is going mainstream. Innovations such as
Hyper-Threading Technology, HyperTransport Technology, and
multicore microprocessors from IBM, Intel, and Sun are
accelerating the movement's growth. Only one thing is missing:
programmers with the skills to meet the soaring demand for
parallel software. That's where Patterns for Parallel Programming
comes in. It's the first parallel programming guide written
specifically to serve working software developers, not...

27. **C# for Programmers, Second Edition: Deitel® Developer Series**
   By: Harvey M. Deitel - Deitel & Associates, Inc.; Paul J. Deitel -
   Deitel & Associates, Inc.
   Publisher: Prentice Hall
   Publication Date: 21-NOV-2005
   Insert Date: 02-SEP-2006
   Slots: 1.0
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**Overview:** C# for Programmers, Second Edition: Deitel® Developer Series
A new edition of this title is available, ISBN-10: 0137144156
guide to C# and the powerful Microsoft .NET Framework Written
for programmers with a background in C++, Java, or other high-
level languages, this book applies the Deitel signature live-code
approach to teaching programming and explores Microsoft's C#
language and the new .NET 2.0 in depth. The book is updated for
Visual Studio 2005 and C# 2.0, and presents C# concepts in the
context of fully tested programs, complete with syntax shading,
detailed line-by-line...

28. **Performance by Design: Computer Capacity Planning by Example**
   By: Daniel A. Menascé; Virgilio A.F. Almeida; Lawrence W. Dowdy
   Publisher: Prentice Hall
   Publication Date: 05-JAN-2004
   Insert Date: 03-APR-2004

**Overview:** Performance by Design: Computer Capacity Planning by Example
Practical systems modeling: planning performance, availability,
security, and more Computing systems must meet increasingly
strict Quality of Service (QoS) requirements for performance,
availability, security, and maintainability. To achieve these goals,
designers, analysts, and capacity planners need a far more
thorough understanding of QoS issues, and the implications of
their decisions. Now, three leading experts present a complete,
application-driven framework for understanding and estimating
performance. You'll learn exactly how to map real-life systems to
accurate performance models,...
29. **The Art of Concurrency**
   - **By:** Clay Breshears
   - **Publisher:** O'Reilly Media, Inc.
   - **Publication Date:** 15-MAY-2009
   - **Insert Date:** 05-MAY-2009
   - **Slots:** 1.0

   **Overview:** *The Art of Concurrency*
   If you're looking to take full advantage of multi-core processors with concurrent programming, this practical book provides the knowledge and hands-on experience you need. The Art of Concurrency is one of the few resources to focus on implementing algorithms in the shared-memory model of multi-core processors, rather than just theoretical models or distributed-memory architectures. The book provides detailed explanations and usable samples to help you transform algorithms from serial to parallel code, along with advice and analysis for avoiding mistakes that programmers typically make when...

   - **By:** Stephen D. Huston; James CE Johnson; Umar Syyid
   - **Publisher:** Addison-Wesley Professional
   - **Publication Date:** 14-NOV-2003
   - **Insert Date:** 09-JAN-2004
   - **Slots:** 1.0

   **Overview:** *ACE Programmer’s Guide, The: Practical Design Patterns for Network and Systems Programming*
   If you're designing software and systems that must be portable, flexible, extensible, predictable, reliable, and affordable, this book and the ACE toolkit will enable you to be more effective in all of these areas. Even after spending over a decade developing ACE and using it to build networked software applications, I find that I've learned a great deal from this book, and I'm confident that you will, too. --Douglas C. Schmidt, Inventor of ACE, from the Foreword This book is a must-have for every ACE programmer. For the beginner, it explains step-by-step how to start using ACE. For...

31. **Wi-Foo: The Secrets of Wireless Hacking**
   - **By:** Andrew A. Vladimirov; Konstantin V. Gavrilenko; Andrei A. Mikhailovsky
   - **Publisher:** Addison-Wesley Professional
   - **Publication Date:** 28-JUN-2004

   **Overview:** *Wi-Foo: The Secrets of Wireless Hacking*
   The definitive guide to penetrating and defending wireless networks. Straight from the field, this is the definitive guide to hacking wireless networks. Authored by world-renowned wireless security auditors, this hands-on, practical guide covers everything you need to attack -- or protect -- any wireless network. The authors introduce the 'battlefield,' exposing today's 'wide open' 802.11 wireless networks and their attackers. One step at a time, you'll master the attacker's entire arsenal of hardware and software tools: crucial knowledge for crackers and auditors alike. Next, you'll...
Overview: Digital Identity
The rise of network-based, automated services in the past decade has definitely changed the way businesses operate, but not always for the better. Offering services, conducting transactions and moving data on the Web opens new opportunities, but many CTOs and CIOs are more concerned with the risks. Like the rulers of medieval cities, they've adopted a siege mentality, building walls to keep the bad guys out. It makes for a secure perimeter, but hampers the flow of commerce. Fortunately, some corporations are beginning to rethink how they provide security, so that interactions with customers,...

The Microsoft Windows Presentation Foundation provides the foundation for building applications and high-quality user experiences in Windows Vista. WPF blends application user interface, documents, and media content to provide richer control, design, and development of the visual aspects of Windows programs. Author Matthew MacDonald shows you how WPF really works. His no-nonsense, practical advice will get you building high-quality WPF applications quickly and easily. MacDonald will take you through a thorough investigation of the more advanced aspects of WPF, and its relation to other...

Overview: Microsoft® Windows® Communication Foundation Step by Step
Teach yourself the essentials of Windows Communication Foundation step by step at a time. With this practical tutorial, you get hands-on guidance for creating the Web services you need to implement robust business applications for Windows. ...
35. C++ Standard Library Practical Tips
By: Greg Reese
Publisher: Course Technology PTR
Publication Date: 03-OCT-2005
Insert Date: 07-JAN-2009
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Overview: C++ Standard Library Practical Tips
C++ Standard Library Practical Tips teaches beginning and experienced programmers how to use the Standard Library and its major component the Standard Template Library (STL) effectively in routine programming chores. The book provides 100 quick, easy-to-use tips and solutions to common programming problems such as using the right container, getting a C-style array from a vector, initializing a map with specified values, and computing the mean, median, and mode. The solutions are grouped by topics including, lists, deques, vectors, text processing, numerical algorithms, numerical processing,...

By: Richard G. Lyons
Publisher: Prentice Hall
Publication Date: 15-MAR-2004
Insert Date: 08-DEC-2004
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Amazon.com's top-selling DSP book for 5 straight years-now fully updated! Real-world DSP solutions for working professionals! Understanding Digital Signal Processing, Second Edition is quite simply the best way for engineers, and other technical professionals, to master and apply DSP techniques. Lyons has updated and expanded his best-selling first edition-building on the exceptionally readable coverage that made it the favorite of professionals worldwide. This book achieves the perfect balance between theory and practice, making DSP accessible to beginners without ever oversimplifying...

37. Parallel and Distributed Programming Using C++
By: Cameron Hughes; Tracey Hughes
Publisher: Addison-Wesley Professional
Publication Date: 25-AUG-2003
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Overview: Parallel and Distributed Programming Using C++
Parallel and Distributed Programming Using C++ provides an up-close look at how to build software that can take advantage of multiprocessor computers. Simple approaches for programming parallel virtual machines are presented, and the basics of cluster application development are explained. Through an easy-to-understand overview of multithreaded programming, this book also shows you how to write software components that work together over a network to solve problems and do work. Parallel and Distributed Programming Using C++ provides an architectural...
38. **Facts and Fallacies of Software Engineering**

By: Robert L. Glass

Publisher: Addison-Wesley Professional

Publication Date: 28-OCT-2002

Insert Date: 25-MAR-2003

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**Overview: Facts and Fallacies of Software Engineering**

The practice of building software is a new kid on the block technology. Though it may not seem this way for those who have been in the field for most of their careers, in the overall scheme of professions, software builders are relative newbies. In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There's a problem with those facts and, as you might imagine, those fallacies. Many of these fundamentally important facts are learned by a software engineer, but over the short...

39. **Security+ Training Guide**

By: Todd King

Publisher: Pearson Certification

Publication Date: 27-MAR-2003

Insert Date: 01-JUL-2003

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**Overview: Security+ Training Guide**

The Security+ certification is CompTIA’s response to membership requests to develop a foundation-level certification for security workers. The IT industry is in agreement that there is a need to better train, staff, and empower those tasked with designing and implementing information security, and Security+ is an effort to meet this demand. The exam is under consideration by Microsoft as the baseline security certification for Microsoft’s new security certification initiative. The Security+ Training Guide is a comprehensive resource for those preparing to take this exam, covering everything...


By: Charlie Russel; Sharon Crawford; Jason Gerend

Publisher: Microsoft Press

Publication Date: 22-FEB-2006

Insert Date: 10-OCT-2006

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Get the ideal one-volume guide for the IT professional who administers Windows Server 2003. Now fully updated for Windows Server 2003 with Service Pack 1 (SP1) and Windows Server 2003 R2, this ADMINISTRATORS COMPANION offers up-to-date information on core system administration topics for Microsoft Windows, including Microsoft Active Directory directory service, security issues, disaster planning and recovery, and interoperability with Novell NetWare and UNIX. It includes all-new sections on SP1 security updates and new features for R2. Featuring easy-to-use procedures and handy workarounds,...
41. **Developing Bioinformatics Computer Skills**

   **Overview:** Developing Bioinformatics Computer Skills
   
   Bioinformatics—the application of computational and analytical methods to biological problems—is a rapidly evolving scientific discipline. Genome sequencing projects are producing vast amounts of biological data for many different organisms, and, increasingly, storing these data in public databases. Such biological databases are growing exponentially, along with the biological literature. It's impossible for even the most zealous researcher to stay on top of necessary information in the field without the aid of computer-based tools. Bioinformatics is all about building these tools....

42. **Microsoft® XNA™ Game Studio 3.0 Unleashed**

   **Overview:** Microsoft® XNA™ Game Studio 3.0 Unleashed
   
   Using XNA Game Studio 3.0, any programmer can master the art of game development and begin selling games to millions of Xbox 360 users worldwide. Now, there's a practical, comprehensive guide to game development with Microsoft's powerful new XNA Game Studio 3.0 and the entire XNA Framework. In Microsoft XNA Game Studio 3.0 Unleashed, XNA expert Chad Carter covers the entire XNA platform, presents extensive sample code, and explains that code line by line. Carter walks you through the entire process of game development, including installing XNA, creating objects, handling input, managing and...

43. **Microsoft® Visual C#® 2008 Express Edition: Build a Program Now!**

   **Overview:** Microsoft® Visual C#® 2008 Express Edition: Build a Program Now!
   
   In this lively, eye-opening, hands-on book, all you need is a computer and the desire to learn how to program with Microsoft Visual C# 2008 Express Edition. Featuring a full edition of the software, this fun and highly visual guide walks you through a complete programming project a desktop weather-reporting application from start to finish. You'll get an introduction to the Microsoft Visual Studio development environment and learn how to put the lightweight, easy-to-use tools in Visual C# Express Edition to work right away creating, compiling, testing, and delivering your first ready-to-use...
44. **C# 2008 for Programmers: Deitel® Developer Series, Third Edition**
   - **By:** Paul J. Deitel & Associates, Inc. Deitel; Harvey M. Deitel & Associates, Inc. Deitel
   - **Publisher:** Prentice Hall
   - **Publication Date:** 26-SEP-2008
   - **Insert Date:** 10-OCT-2008
   - **Slots:** 1.0
   - **Overview:**
     C# 2008 for Programmers: Deitel® Developer Series, Third Edition
     The professional programmers Deitel guide to C# and the powerful Microsoft .NET Framework. Written for programmers with a background in C++, Java or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and .NET Framework 3.5 in depth. The book is updated for Visual Studio 2008 and C# 3.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions, and program outputs. The book features 200+ C# applications with...

45. **Technical Java™: Developing Scientific and Engineering Applications**
   - **By:** Grant Palmer
   - **Publisher:** Prentice Hall
   - **Publication Date:** 21-APR-2003
   - **Insert Date:** 27-AUG-2003
   - **Slots:** 1.0
   - **Overview:**
     Technical Java™: Developing Scientific and Engineering Applications
     TechnicalJavaDeveloping Scientific and Engineering ApplicationsGrant PalmerThe practical, example-rich guide to Java technical programming. If you want to use Java to develop scientific or engineering programs, Technical Java is the Java guide you've been searching for. Using real-life examples, expert scientific programmer Grant Palmer shows how to build powerful, versatile, and flexible software for virtually any technical application. Whether you're moving from FORTRAN, C, or C++, or learning Java as your first language, Palmer covers all you need to know Java, FORTRAN, C, and C++,...

   - **By:** Richard Stutely
   - **Publisher:** FT Press
   - **Publication Date:** 23-APR-2002
   - **Insert Date:** 26-SEP-2002
   - **Slots:** 1.0
   - **Overview:**
     Accessible to both the entrepreneur and the experienced executive, this second edition of The Definitive Business Plan is the fast track to intelligent business planning. This international bestseller is THE ultimate guide to business planning. Whether your goal is to launch a new business or secure corporate support for a new venture, it will help you build a plan capable of driving and directing a robust business....
Overview: Java Web Services
For many Java developers, web services appeared to come out of nowhere. Its advantages are clear: web services are platform-independent (like Java itself), language-agnostic (a clear advantage over Java RMI), can easily be tunneled through firewalls (an obvious benefit to anyone who has dealt with modern enterprise networks), object-oriented (we all know about that), and tends to be loosely coupled (allowing more flexible application development). But these advantages have been obscured by a cloud of hype and a proliferation of jargon that are difficult to penetrate. What are SOAP, UDDI,...

Overview: Guru's Guide to SQL Server Architecture and Internals, The
"I can pretty much guarantee that anyone who uses SQL Server on a regular basis (even those located in Redmond working on SQL Server) can learn something new from reading this book." -- David Campbell, Product Unit Manager, Relational Server Team, Microsoft Corporation The latest book from the highly regarded and best-selling author Ken Henderson, The Guru's Guide to SQL Server Architecture and Internals is the consummate reference to Microsoft SQL Server. Picking up where documentation and white papers leave off, this book takes an all-inclusive approach to provide the most depth and...

Overview: Techniques of Model-Based Control
The state-of-the-art publication in model-based process control by leading experts in the field. In Techniques of Model-Based Control, two leading experts bring together powerful advances in model-based control for chemical-process engineering. Coleman Brosilow and Babu Joseph focus on practical approaches designed to solve real-world problems, and they offer extensive examples and exercises. Coverage includes: The nature of the process-control problem and how model-based solutions help to solve it Continuous time modeling: time domain, Laplace domain, and FOPDT...
### 50. Mono Kick Start

**Overview:** Mono Kick Start
Mono is an open-source implementation of the infrastructure upon which Microsoft's .NET Framework is built. Providing a compatible option with all of the technical features of .NET without the restrictive licensing and prohibitive costs that Microsoft imposes, the Mono project was initiated and co-financed by Ximian Corporation for the development of an open source version of .NET Framework for Linux/Unix and Windows platforms (Mac OS X support will be added). Mono will allow cross-platform programming and operating of .NET compatible applications. Experts see the presence of a...

**By:** Hans-Jürgen Schönig; Ewald Geschwinde  
**Publisher:** Sams  
**Publication Date:** 15-SEP-2003  
**Insert Date:** 21-OCT-2003  
**Slots:** 1.0


**Overview:** Absolute Beginner’s Guide to Networking, Fourth Edition
A gentle, straightforward introduction to the fundamentals of setting up and maintaining a computer network. Teaches the strategies of networking, whether connecting two computers or two hundred. Demystifies the technology behind different types of networks, operating systems, hardware components, and protocols. Provides readers with important information about security, administration, and troubleshooting communication problems. ...

**By:** Joe Habraken  
**Publisher:** Que  
**Publication Date:** 19-SEP-2003  
**Insert Date:** 25-SEP-2003  
**Slots:** 1.0


**Overview:** Visual Basic® 2005 for Programmers: Deitel® Developer Series, Second Edition
PRE-PUBLICATION REVIEWS The discussion of object-oriented programming is one of the best available. Gavin Osborne, Saskatchewan Institute of Applied Science & Technology The explanation of UML, intelligently integrated into the book, conveys the heart and soul of true object oriented architecture and engineering. Jeff Jones, Route Match Software The optional ATM OOD/UML case study is excellent! The implementation of the design gives the reader a fantastic model of a real world problem. You hit a home run with this one. Catherine Wyman,...

**By:** Paul J. Deitel - Deitel & Associates, Inc.; Harvey M. Deitel - Deitel & Associates, Inc.  
**Publisher:** Prentice Hall  
**Publication Date:** 06-JUN-2006  
**Insert Date:** 11-AUG-2006  
**Slots:** 1.0
Overview: Configuration Management Principles and Practice
Configuration management (CM) is an important, but often neglected, practice that allows application developers and project managers to better identify potential problems, manage changes, and track the progress of software projects. An effective CM strategy—one that adheres to the practice's complexity while harnessing its depth—can be the cornerstone of fast, flexible development. However, CM practitioners often rely too heavily on commercial CM tools, and fail to understand the concept as a whole. While CM is not an easy discipline, it need not be a difficult one. Configuration Management...

Overview: 3D Programming for Windows®
The Windows Presentation Foundation is a key component of .NET Framework 3.0, which is a part of Windows Vista and available for Windows XP. With the Windows Presentation Foundation, 3D images can be displayed regardless of the video-display hardware on the users' machine. Focusing on developing user interface objects or simple animations, this book builds on a readers' knowledge of Windows Presentation Foundation essentials to demonstrate how to effectively create 3D graphics for Windows. You get the fundamental information for using the Windows Presentation Foundation 3D application...

Overview: Designing Systems for Internet Commerce, Second Edition
Thanks to advances in Internet commerce, every enterprise—even the smallest home-based business—now has the power to create a global presence. Each day, more businesses are drawn to the promise of increased access to customers, combined with dramatic cost reductions. However, consumer expectations and demands seem to increase daily. The major challenge in building successful Internet commerce sites continues to be how to use Internet technology most effectively to deliver added value to customers. Written by two of the leading authorities in the field of Internet commerce, Designing Systems...
56. **Microsoft® Visual C++® .NET: Step by Step**


By: Julian Templeman; Andy Olsen
Publisher: Microsoft Press
Publication Date: 26-MAR-2003
Insert Date: 18-MAY-2005
Slots: 1.0
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57. **Access VPDN Solutions Guide**

Access VPDN Solutions Guide provides readers with a complete, concise, solutions-based book that shows you how to deploy Virtual Private Dial Networks (VPDNs). Using integrated solution documents (ISDs) as the organizing principle, this book includes IOS software command and configuration material to support the solutions. It begins with a technology description that defines VPDNs and summarizes VPDN services, tunneling technologies, and encryption methods; it then progresses to describe three distinct solutions for deploying VPDNs that apply to a variety of service provider and enterprise.

By: Cisco Systems,® Inc.
Publisher: Cisco Press
Publication Date: 10-DEC-2001
Insert Date: 26-SEP-2002
Slots: 1.0
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58. **CISSP Training Guide**

The CISSP (Certified Information Systems Security Professionals) exam is a six-hour, monitored paper-based exam covering 10 domains of information system security knowledge, each representing a specific area of expertise. The CISSP examination consists of 250 multiple choice questions, covering topics such as Access Control Systems, Cryptography, and Security Management Practices, and is administered by the International Information Systems Security Certification Consortium or (ISC)2. (ISC)2 promotes the CISSP exam as an aid to evaluating personnel performing information security functions.

By: Roberta Bragg - CISSP
Publisher: Pearson Certification
Publication Date: 18-NOV-2002
Insert Date: 29-JUN-2003
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| 59. | **Autonomic Computing**  
By: Richard Murch  
Publisher: IBM Press  
Publication Date: 24-MAR-2004  
Insert Date: 02-DEC-2004  
Slots: 1.0  
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|---|---|
| **Overview:** Autonomic Computing  
Systems that install, heal, protect themselves and adapt to your needs automatically Using autonomic computing to reduce costs, improve services, and enhance agility Autonomic components, architectures, standards, and development tools Planning for and implementing autonomic technology Current autonomic solutions from IBM and other leading companies Reducing IT costs, improving service, and enabling the "on-demand" business IT operations costs are accelerating, and today's increasingly complex architectures and distributed computing infrastructures only make matters... |
| 60. | **Database Access with Visual Basic® .NET, Third Edition**  
By: Jeffrey P. McManus; Jackie Goldstein  
Publisher: Addison-Wesley Professional  
Publication Date: 11-FEB-2003  
Insert Date: 22-APR-2003  
Slots: 1.0  
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| **Overview:** Database Access with Visual Basic® .NET, Third Edition  
Whether you are using WinForms, WebForms, or Web Services, Database Access with Visual Basic .NET, Third Edition, is your practical guide to developing database applications with Visual Basic .NET and ADO.NET. The authors provide real-world solutions to the data-access issues Visual Basic .NET developers face every day and share their secrets for becoming a more effective database programmer using .NET technologies. The book begins by reviewing the fundamentals of database development, Structured Query Language (SQL), and Microsoft SQL Server 2000. It then examines how to use the major... |
| 61. | **WebSphere Application Server V5 for iSeries: Installation, Configuration, and Administration**  
By: Aleksandr Nartovich; Ursula Althoff; Greg Bobak; Diana Maribel Piazzas; Arthur Pong; Mark Pottorff; Ted E. Pshock; Michael R. Spirito; David A. Thompson  
Publisher: IBM Redbooks  
Publication Date: 13-JUN-2003  
Insert Date: 12-MAY-2004  
Slots: 1.0  
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| **Overview:** WebSphere Application Server V5 for iSeries: Installation, Configuration, and Administration  
IBM WebSphere Application Server for IBM eServer iSeries (WAS) is an e-business application deployment environment built on open standards-based technology. It is the cornerstone of WebSphere offerings and services. In order to efficiently use WAS on iSeries, customers need to master several skills: - Installing and configuring the iSeries system for WAS - Maintaining WAS on iSeries in the most efficient way - Developing WebSphere applications according to Java 2 Platform, Enterprise Edition (J2EE) specification This IBM Redbook will help you to gain proficiency in installing, configuring,... |
62. **Learning XNA 3.0**
   By: Aaron Reed
   Publisher: O'Reilly Media, Inc.
   Publication Date: 25-NOV-2008
   Insert Date: 21-NOV-2008
   Slots: 1.0

   **Overview:** Learning XNA 3.0
   Do you have what it takes to become a game developer? With this hands-on book, you'll learn quickly and easily how to develop computer games with Microsoft's XNA 3.0 framework—not just for your PC, but for Xbox 360 and the Microsoft Zune as well. Written by an experienced university-level game development instructor, Learning XNA 3.0 walks you through the framework in a clear and understandable step-by-step format. Each chapter offers a self-contained lesson with lots of illustrations and annotated examples to help you master key concepts. Once you finish the book, you'll know how to develop...

   By: Ronald Mak
   Publisher: Prentice Hall
   Publication Date: 29-OCT-2002
   Insert Date: 18-SEP-2003
   Slots: 1.0

   **Overview:** Java™ Number Cruncher: The Java Programmer's Guide to Numerical Computing
   Non-theoretical explanations of practical numerical algorithms Algorithms in action with animated, interactive graphical Java programs and applets Computational errors and how to remove them from your code Understand "computer math" and get the numbers you expect, reliably. In Java Number Cruncher, author Ronald Mak explains how to spot-and how to avoid-the subtle programming miscues that can cause vexing calculation errors in your applications. An authority on mapping pure math to computer math, he explains how to use the often-overlooked computational features of Java,...

64. **Microsoft® Visual J#™ .NET (Core Reference)**
   By: John/Longshaw; Andy Sharp
   Publisher: Microsoft Press
   Publication Date: 28-AUG-2002
   Insert Date: 25-JAN-2003
   Slots: 1.0

   **Overview:** Microsoft® Visual J#™ .NET (Core Reference)
   Java-language developers learn how to create .NET applications with the Microsoft development tool for you: Visual J#.NET. Leverage your Java skills and learn how to create powerful Microsoft Windows applications and high-performance, distributed applications with Visual J# .NET in this comprehensive tutorial and reference. Presented in an easy-to-browse format, this erudite book gives you the authoritative technical details you need to leverage Microsoft Visual J# .NET and the richness of the Microsoft .NET Framework to create scalable, enterprise-level applications. You'll examine the...
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<td>Overview: <strong>Web Services: A Java™ Developer’s Guide Using E-Speak</strong></td>
<td>Master HP’s fast, practical, secure technology for delivering advanced Internet-based Web services. Explains service-centric computing, competitive landscape, and the first Internet service technologye-Speak Demonstrates how to deliver powerful Web services with HP’s Java-based e-Speak platform Includes fully annotated Java code examples for every e-Speak component Contains two detailed case studies: supply chain management and location-based mobile services Make the Web work for you with HP’s open, Java, and XML-based software platform for creating and delivering...</td>
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<td><strong>UNIX in a Nutshell, Third Edition</strong></td>
<td>Arnold Robbins</td>
<td>O'Reilly Media, Inc.</td>
<td>03-SEP-1999</td>
<td>26-SEP-2002</td>
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<td>Overview: <strong>UNIX in a Nutshell, Third Edition</strong></td>
<td>You may have seen Unix quick-reference guides, but you've never seen anything like UNIX in a Nutshell. Not a scaled-down quick reference of common commands, UNIX in a Nutshell is a complete reference containing all commands and options, along with generous descriptions and examples that put the commands in context. For all but the thorniest Unix problems, this one reference should be all the documentation you need. The third edition of UNIX in a Nutshell includes thorough coverage of System V Release 4. To that, author Arnold Robbins has added the latest information about: Sixty new commands...</td>
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<td><strong>Flash Remoting: The Definitive Guide</strong></td>
<td>Tom Muck</td>
<td>O'Reilly Media, Inc.</td>
<td>23-SEP-2003</td>
<td>02-OCT-2003</td>
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<td>Overview: <strong>Flash Remoting: The Definitive Guide</strong></td>
<td>Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX, Microsoft .NET, Java, PHP, or SOAP-based web services. The result is complex client/server applications that more closely resemble desktop applications than traditional web pages. Gone is the click/wait/reload approach of HTML. Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server. All the end user knows is that it's fast and flexible. The potential uses for...</td>
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Overview: **Game Development Business and Legal Guide**

The author's clear, conversational writing style easily explains the complex technology issues, making this book a must-have for developers wishing to take their works to the next level. While not a substitute for professional advice, the book guides the reader through the general business issues and pitfalls of game development and licensing, and how to know when it is time to seek professional help. It fills the market void for ambitious game developers wishing to maximize their commercial success, and lawyers in need of a primer for representing clients in the game development...

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Overview: **A Programmer's Introduction to Visual Basic® .NET**

A Programmer's Introduction to Visual Basic .NET helps current Visual Basic developers identify and understand some of the major changes are between Visual Basic and Visual Basic .NET. This book also explores why developers should move to Visual Basic. Learn about the .NET framework, VB .NET VB .NET inheritance, VB .NET web services, VB .NET web applications, VB .NET Windows services, .NET Assemblies, ADO.NET and ASP.NET. Additional topics include: Building Classes and Assemblies with VB.NET; Building Windows Services with VB.NET; Upgrading VB6 Projects to VB.NET; Performance...

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Overview: **Catastrophe Disentanglement: Getting Software Projects Back on Track**

There are many books available on software risks and software failures. There are very few books that provide step-by-step information on getting troubled software projects back on track. This book provides detailed guidelines for software project recovery. Some of the steps the author recommends may be unpleasant, but all are important. Capers Jones, chief scientist emeritus at Software Productivity Research LLC This is a well-conceived, well-written, interesting book about an important topic. The author is right in saying that no one else has covered this particular facet of project...
Microsoft SQL Server™ 2000: A Guide to Enhancements and New Features

By: Rahul Sharma
Publisher: Addison-Wesley Professional
Publication Date: 19-MAR-2002
Insert Date: 29-JAN-2003
Slots: 1.0

Overview: Microsoft SQL Server™ 2000: A Guide to Enhancements and New Features

Microsoft’s SQL Server 2000 promises performance, scalability, and speed. Microsoft SQL Server 2000: A Guide to Enhancements and New Features shows database administrators and developers how to deliver on these promises. This book illustrates all the significant enhancements and additions in SQL Server 2000 and shows how they can be used most effectively. Readers learn by example how to use security features, replication, backup procedures, and data warehousing and optimization techniques. Beginning with an overview of SQL Server 2000, this book discusses online transaction processing...

Essential Electronic Design Automation (EDA)

By: Mark D. Birnbaum
Publisher: Prentice Hall
Publication Date: 01-OCT-2003
Insert Date: 14-NOV-2003
Slots: 1.0

Overview: Essential Electronic Design Automation (EDA)

Essential Electronic Design Automation (EDA) A unique, easy-to-understand introduction to the EDA software tools used to design IC microchips Includes all aspects of EDA: business, technical, tool vendor and end user views, IC and EDA industry trends Explains (in simple English) the concepts and terminology of IC design issues and the EDA tools that deal with them Covers the complete range of EDA tools from electronic system-level through front-end functional design, synthesis, and backend physical design Ideal for non-technical readers in sales,...

Advanced DBA Certification Guide and Reference for DB2® Universal Database™ v8 for Linux®, UNIX®, and Windows®

By: Dwaine R. Snow; Thomas X. Phan
Publisher: IBM Press
Publication Date: 07-JUL-2003
Insert Date: 18-OCT-2003
Slots: 1.0

Overview: Advanced DBA Certification Guide and Reference for DB2® Universal Database™ v8 for Linux®, UNIX®, and Windows®

Definitive preparation for Exam 704: DB2 UDB V8.1 Advanced Database Administration for Linux, UNIX, and Windows, which leads to an IBM Certified Advanced Database Administrator certification. Database design, performance monitoring and tuning, scaling for terabytes of data, high availability, enterprise-level security, and more. The appendices contain sample certification exam questions and answers. Whether you're a long-time DB2 UDB professional or an experienced DBA who's migrated from another database platform, there's one sure way to demonstrate the highest level of...

JavaScript for the WorldWide Web, 4th Edition: Visual QuickStart Guide is the perfect book for those who are familiar with HTML and are ready to move up to the next level to add some pizzazz and interactivity to their Web site. Using a task-based, visual step-by-step approach and loads of useful illustrations, readers learn the basics of JavaScript: creating rollovers and frames, validating forms, working with browser windows, adding dynamic elements to your site, and more. This revised bestseller has been expanded with five new chapters and a new appendix. New material can be found in the...


Add dynamic interactivity to your Web site with DHTML and Cascading Style Sheets! Targeted to designers and content creators, not just programmers. Visual, task-based format the ideal way to get up and running with DHTML. This revised and expanded second edition is up-to-date on the current Web standards and browsers, and includes all new coverage of using DHTML to get information about the browser environment and adding multimedia to a site, as well as new basic and advanced dynamic techniques, such as making objects appear and disappear, moving objects in 3D, and adding...