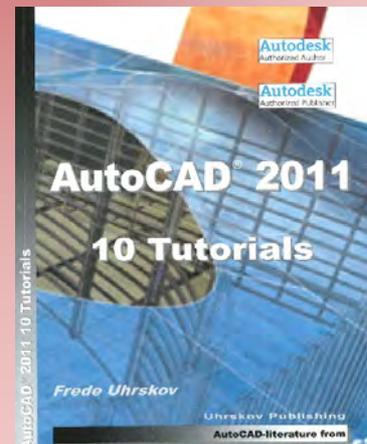
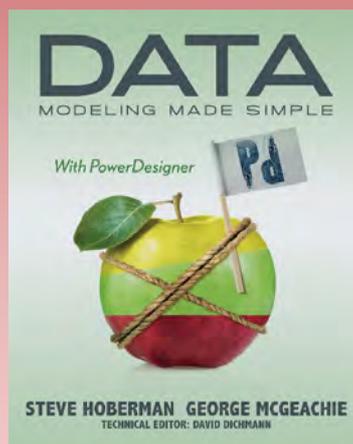
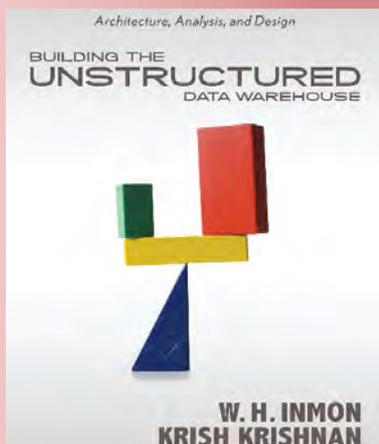
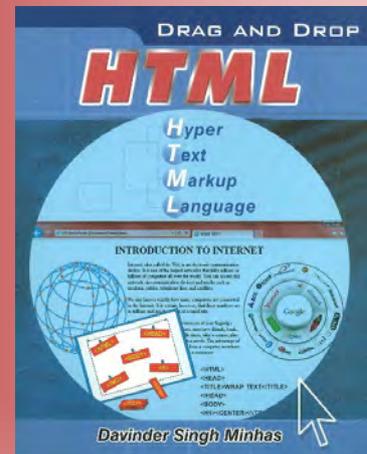
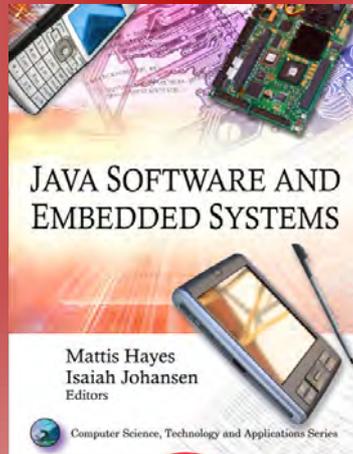
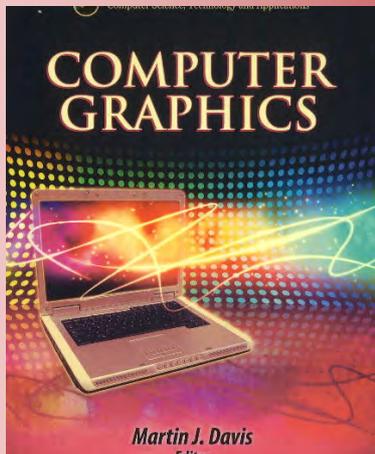
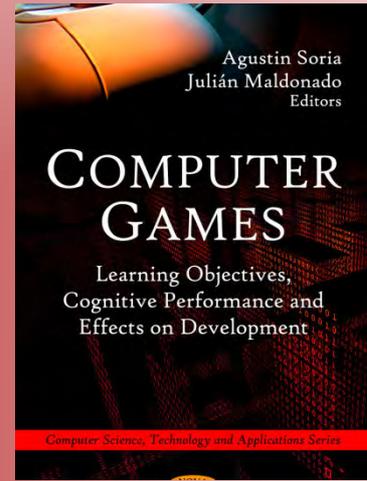
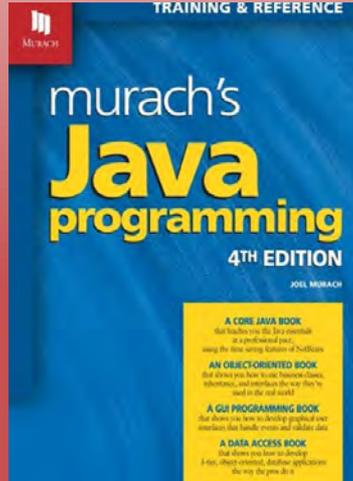
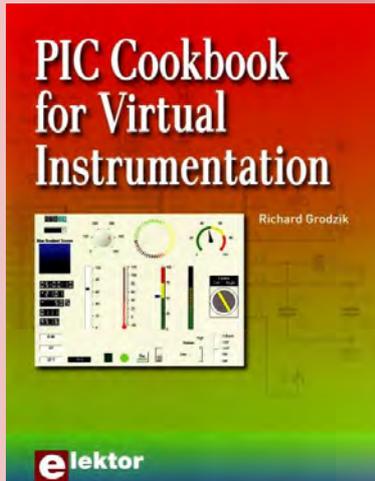




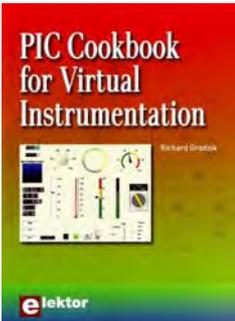
Gazelle COMPUTING



Contents

ELEKTOR ELECTRONICS	2
MIKE MURACH & ASSOCIATES, INC	2
NOVA SCIENCE PUBLISHERS, INC	6
STERLING PUBLISHERS PVT LTD	12
TECHNICS PUBLICATIONS LLC	13
UHRSKOV PUBLISHING	18

ELEKTOR ELECTRONICS

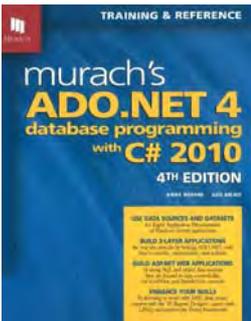


PIC COOKBOOK FOR VIRTUAL INSTRUMENTATION Richard Grodzik

The software simulation of gauges, control-knobs, metres and indicators which behave just like real hardware components on a PC's screen is known as virtual instrumentation. In this book, the Delphi program is used to create these mimics and PIC-based external sensors are connected via a USB/RS232 converter communication link to a PC. Several case studies of virtual instruments are detailed including a compass, an oscilloscope, a digital and analogue thermometer, a FFT-based Frequency analyser, a joystick, mouse-control panels and virtual displays for cars and aircraft. Full source code examples are provided both for several different PIC's, both in assembler and C, together with the Pascal code for the Delphi programs which use different 3rd party Delphi virtual components.

PB 9780905705842 £29.50 January 2010 Elektor Electronics 264 pages 170x235mm b/w photos & illus

MIKE MURACH & ASSOCIATES, INC

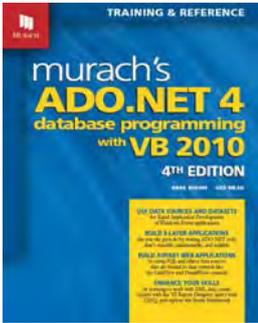


MURACH'S ADO.NET 4 DATABASE PROGRAMMING WITH C# **2010: 4th Edition** Anne Boehm, Ged Mead

Now in its 4th edition, this book shows C# developers how to use Visual Studio and ADO.NET to develop database applications the way the best professionals do. You will learn how to: quickly create Windows and web applications by dragging-and-dropping data controls in Visual Studio 2010; Code your own presentation, business, and database classes with ADO.NET 4 to build 3-layer applications . . . the route the professionals take for flexibility and control; Display and manipulate data in web applications by using ASP.NET data controls designed specifically for that purpose, like GridView and DetailsView work with XML-specific features of ADO.NET to read, write, and manipulate XML data in your applications; Use Visual Studio's Report Designer and ReportViewer control to create and display reports in both Windows and web applications; Use LINQ to SQL instead of standard SQL so you can query databases using C# constructs; Create Entity Data Models so you can use LINQ to Entities to work with business objects, like invoices, while the Entity Framework handles the database details. Practice exercises at the end of every chapter and complete database applications throughout help you master every skill along the way. And Murach's distinctive "paired-pages" format . . . where each skill is presented with examples and advice in a single 2-page spread . . . is great for both targeted learning and reference.

AUTHOR INFORMATION: Anne Boehm has over 20 years of experience as an enterprise programmer. For the past 7 years, she's specialised in Visual Basic and .NET programming, and she's authored or co-authored books on VB.NET, ADO.NET, and ASP.NET.

PB 9781890774639 £45.50 June 2011 Mike Murach & Associates, Inc 712 pages 210x255mm 334 illus

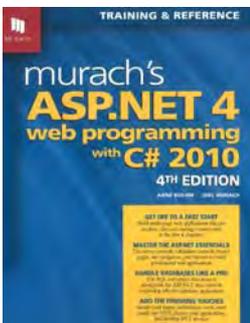


MURACH'S ADO.NET 4 DATABASE PROGRAMMING WITH VB 2010: 4th Edition

Anne Boehm, Ged Mead

Now in its 4th Edition, this book shows Visual Basic developers how to use Visual Studio and ADO.NET to develop database applications the way the best professionals do. You will learn how to: Quickly create Windows and web applications by dragging-and-dropping data controls in Visual Studio 2010; Code your own presentation, business, and database classes with ADO.NET 4 to build 3-layer applications; Display and manipulate data in web applications by using ASP.NET data controls like GridView and DetailsView; Work with XML-specific features of ADO.NET and SQL Server to read, write, and manipulate XML data in your applications; Create local reports using Visual Studio's Report Designer and Report Viewer to display data in tables, matrices, lists, and charts; Use the Entity Framework to create an entity data model that maps business objects to database objects, then retrieve and maintain data through that model; Use LINQ to query datasets, SQL Server databases, and entity data. Practice exercises at the end of every chapter and complete database applications throughout help you master every skill along the way. And Murach's distinctive "paired-pages" format, where each skill is presented with examples and advice in a single 2-page spread, is great for both targeted learning and reference.

PB 9781890774622 £45.50 April 2011 Mike Murach & Associates 756 pages 210x255mm

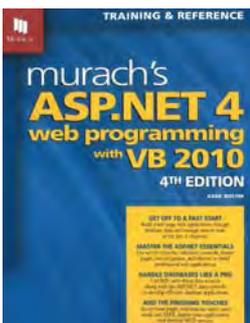


MURACH'S ASP.NET 4 WEB PROGRAMMING WITH C# 2010: 4th Edition

Anne Boehm, Joel Murach

If you know the basics of C#, you are ready to learn to develop web applications using ASP.NET. The first 5 chapters present a quick-start course that works both for beginners and for experienced web developers who are new to ASP.NET; Chapters 6-11 give you the skills to work with server controls, validate data, manage state, and create a user-friendly web experience. Chapters 12-17 present the skills you need for database-driven web sites; Chapters 18-23 cover skills that enhance your professionalism - like how to ensure security in web operations, how to use ASP.NET AJAX, how to deploy web applications, and how to develop WCF services that can be hosted by a web server and accessed by applications running on any platform. To make it easier to master ASP.NET, complete web applications show you how each feature works in context. Chapter exercises let you practice your new skills. And you get Murach's distinctive "paired-pages" format that developers like because it saves both training and reference time.

PB 9781890774615 £45.50 June 2011 Mike Murach & Associates, Inc 834 pages 210x255mm

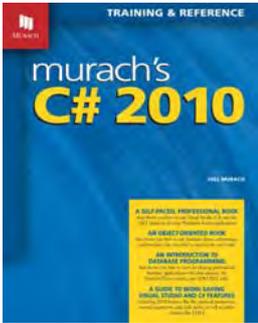


MURACH'S ASP.NET 4 WEB PROGRAMMING WITH VB 2010: 4th Edition

Anne Boehm

If you know the basics of Visual Basic, you are ready to learn to develop web applications using ASP.NET . . . and that's where this book comes in: The first 5 chapters present a quick-start course that works both for beginners and for experienced web developers who are new to ASP.NET; Chapters 6-11 give you the skills you need for any web application in business . . . like how to work with server controls, validate data, manage state, and create a user-friendly web experience; Chapters 12-17 present the skills you need for database-driven web sites . . . the kind of web applications that businesses rely on every day; Chapters 18-23 cover skills that enhance your professionalism . . . like how to ensure security in web operations, how to use ASP.NET AJAX, how to reuse tested code with WCF services, and how to configure and deploy your finished applications. To make it easier for you to master ASP.NET, you get complete web applications . . . including the web forms, the aspx code, and the VB code . . . that show you how each feature works in context. (You can download these for free from the Murach web site.) You get chapter exercises that let you practice your new skills. And you get Murach's distinctive "paired-pages" format that developers like because it saves both training and reference time.

PB 9781890774608 £45.50 March 2011 Mike Murach & Associates, Inc 836 pages 210x255mm



MURACH'S C 2010 Joel Murach

This is a self-paced, professional book that shows how to use Visual Studio 2010, C 2010, and the .NET 4 classes to develop Windows Forms applications. It is an object-oriented book that shows how to use business classes, inheritance, and interfaces the way they are used in the real world. It's a database programming book that shows how to prototype professional database applications using RAD features like data sources, as well as how to start using ADO.NET to work directly with databases for more control. And it is a book that shows you how to take advantage of 2010 features like optional parameters, named arguments, and code stubs, along with earlier features like object initialisers and LINQ. When you are done, you will be able to develop three-tiered, object-oriented applications the way the best professionals do. That is why we say: No other book teaches you so much, so fast, or so thoroughly.

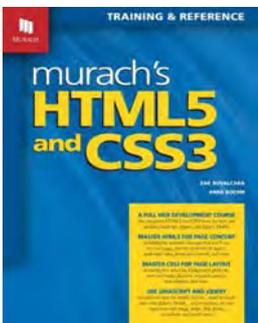
PB 9781890774592 £45.50 Nov 2010 Mike Murach & Associates 812 pages 210x280mm



MURACH'S HTML, XHTML & CSS Anne Boehm

In just the first 6 chapters, you will learn more about web development than you can from most full books. By the end of this crash course, you will be developing web pages the professional way, with HTML or XHTML for the content and CSS for the formatting and page layout. That includes sophisticated page layouts that require the use of the box model, floating, and positioning. In section 2, you will learn all the other skills that you need for developing web pages. Those skills include how to develop forms that are submitted to web servers, how to add audio or video to a page, how to use a style sheet for printing, how to develop pages for mobile devices. Take your web pages to the next level by using tested JavaScript code for effects like image rollovers and slide shows. In the last section, you will learn how to design an entire web site using today's best practices. You will also learn how to deploy your web site, and how to get it into the major search engines and directories. When you are done, you will have all the perspective and skills you need to develop professional web pages.

PB 9781890774578 £37.50 Sept 2010 Mike Murach & Associates, Inc 496 pages 210x280mm



MURACH'S HTML5 & CSS3 Zak Ruvalcaba, Anne Boehm

HTML5 and CSS3 (the latest standards for HTML and cascading style sheets) are packed with coding options that make it easier than ever to create web pages with the features users want today, from an up-to-date look and feel...to immediate validation of user entries . . . to audio and video samplings. At the same time, there are still older browsers and millions of existing web sites that require you to integrate HTML5 and CSS3 features with the earlier standards. So how do you learn all this? This book is exactly the practical approach you need. It teaches you how to use HTML5 and CSS3 the way they were meant to work, with HTML5 to provide the page content and CSS3 to format the content and lay out the pages. But it also teaches you how to use the HTML5 and CSS3 features alongside the earlier standards to ensure that your pages will work for the widest possible audience. So if you are going to be developing web pages...whether you are a web designer, a JavaScript programmer, a server-side programmer, or a rookie . . . this book is for you. It begins with a 6-chapter, quick-start course to get you working at the professional level right away. Soon, you'll be using HTML5 features...like the semantic tags that improve the structure of your content and your search engine rankings . . . along with CSS3 features . . . like text and border shadows, rounded corners, and background gradients that give your pages a cutting-edge feel. And you will know how and when to blend them with the earlier HTML and CSS code. After that quick-start, you will learn how to make your pages work better for your site visitors by enhancing them with audio and video files . . . using the jQuery Mobile library to deliver content on mobile devices . . . adding jQuery routines for special effects like slide shows and accordions . . . and using JavaScript to provide for features like geolocation, web storage, canvas, and drag-and-drop . . . the kinds of skills that go far beyond what you will find in other introductory books.

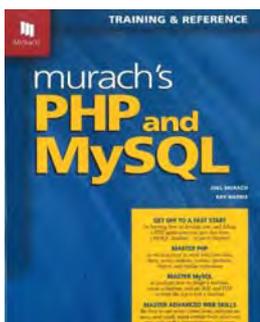
PB 9781890774660 £45.50 Feb 2012 Mike Murach & Associates, Inc 656 pages 210x255mm



MURACH'S JAVA PROGRAMMING: 4th Edition Joel Murach

This is the 4th edition of Murach's classic Java book that's trained thousands of developers in the last 10 years. Now fully updated to take advantage of the NetBeans IDE, this book helps any programmer learn Java faster and better than ever before. It's the one Java book that presents object-oriented features like inheritance, interfaces, and polymorphism in a way that's both understandable and useful in the real world. It moves at the professional pace that's expected on the job. It is full of practical coding examples that enhance training and that work as time-saving models for new applications. And it's all done in the distinctive Murach style that has been training professional programmers for more than 37 years.

PB 9781890774653 £47.99 November 2011 Mike Murach & Associates, Inc 836 pages 210x255mm 338 illus



MURACH'S PHP & MYSQL Joel Murach, Ray Harris

This book teaches developers how to build database-driven web applications using two of today's most popular open-source software tools, PHP and MySQL. To get you off to a fast start, the first 6 chapters teach you how to develop, test, and debug your first PHP applications. That includes getting data from MySQL databases and structuring your PHP applications the right way, using the MVC pattern. Then, Section 2 takes you deeper into PHP, moving from the simple to the complex as it covers the professional skills you'll use every day in coding your applications . . . skills like how to work with form data, dates, arrays, sessions, cookies, functions, objects, and regular expressions, and how to handle exceptions in a way that makes sense to your site visitors. Section 3 then dives into MySQL, teaching you how to design and create a database, as well as giving you more skills for accessing and maintaining database data like a pro. Finally, Section 4 teaches you the specialised web skills you need for certain web sites, like how to secure web pages, send email, upload files, process images, and access content (like YouTube videos) from other web sites to incorporate into your own. Full coding examples and chapter exercises provide training support throughout. A great read for any developer who wants to master PHP.

PB 9781890774561 £45.50 January 2011 Mike Murach & Associates, Inc 844 pages 210x255mm 366 illus

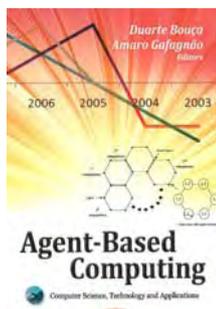


MURACH'S VISUAL BASIC 2010 Anne Boehm

Whether you are new to Visual Basic or you are upgrading to VB 2010 from an earlier version, this new edition of Murach's core VB book shows you how to develop the kind of bullet-proof Windows Forms applications that businesses rely on. Along the way, you will learn how to quickly build database applications by using RAD features like data sources and the DataGridView control. You will learn how to use object-oriented features like inheritance and interfaces as well as 2010 features like auto-implemented properties and collection initialisers. You will learn how to use LINQ to query data and XML to exchange data between applications. You will learn how to take advantage of all the productivity features of Visual Studio 2010. When you are done, you will be able to develop Windows Forms applications the way the best professionals develop them. That's why we say: No other book teaches you so much, so fast, or so thoroughly.

AUTHOR INFORMATION: Anne Boehm has over 20 years of experience as an enterprise programmer. For the past 7 years, she's specialised in Visual Basic and .NET programming, and she's authored or co-authored books on VB.NET, ADO.NET, and ASP.NET.

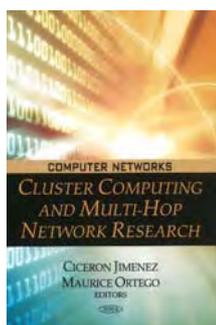
PB 9781890774585 £45.50 October 2010 Mike Murach & Associates, Inc 835 pages 205x255mm b/w illus



AGENT-BASED COMPUTING Edited by Duarte Bouça, Amaro Gafagnão

Multi-agent systems (MAS) often deal with complex applications that require distributed problem solving. In many applications, the individual and collective behaviour of the agents depends on the observed data from distributed sources. This book discusses a number of research issues concerned with the use of Multi-Agent Systems for Data Mining (MADM), also known as agent-driven data mining. In addition, optimisation algorithms are very important in modern research and industrial areas. This book examines one multi-population co-genetic algorithm (MPAGA) with double chain-like agent structure to realise parallel optimisation, combining chain-like agent structure and multi-population parallel searching. Furthermore, this book proposes an efficient modular artificial neural network (ANN) architecture for the intelligent decision making of a robot in a robot soccer systems with different team configurations. Other chapters review the use of radio frequency identification (RFID) technology with supply chain agents and then analyse the security requirements, describe how to design and implement a large-scale multi-agent simulation software, and provide a framework of evacuation simulation for urban hazards such as flooding with effective agent's interaction tools with other agents and the physical environment.

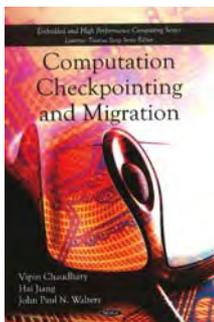
HB 9781608766840 £107.50 July 2010 Nova Science Publishers, Inc 334 pages 180x260mm tables & charts



CLUSTER COMPUTING & MULTI-HOP NETWORK RESEARCH Ciceron Jimenez, Maurice Ortego

Processes in parallel applications running on high-performance computing (HPC) clusters communicate extensively with each other through the interconnection network. Therefore, the interconnection networks and their communication system software play a significant role in the performance of such clusters. This book studies a number of high-speed interconnects from different perspectives. It first evaluates the basic performance metrics of these interconnects, namely latency, bandwidth, and memory registration overheads. Then, some internal characteristics of their Message Passing Interface (MPI) implementations such as queue usage and buffer re-use effect. In addition, VANETS (Vehicular Ad-hoc Networks) are a form of MANETs (Mobile Ad-hoc Networks) that provide communication between vehicles and a fixed equipment or among nearby vehicles. This book focuses on the simulations of VANETS in the most possible realistic environments. Furthermore, spatial distribution models, like Poisson, binomial, and negative binomial functions have no power to predict spatial distribution. This book aims to develop some models, and use these models to describe or predict spatial distribution of arthropods. Other chapters in this book examine cluster analysis in a very general situation, in presence of mixed variables and replicates, present a linear pipeline scheme for image compositing in parallel visualisation to support efficient image delivery to remote client, and provide a qualitative and quantitative comparison among the various protocols, from which future research studies are indicated.

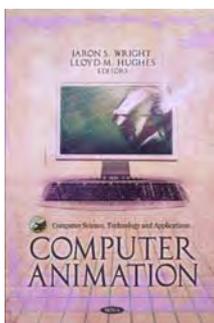
HB 9781608761869 £120.99 August 2010 Nova Science Publishers, Inc 204 pages 180x260mm tables & charts



COMPUTATION CHECKPOINTING & MIGRATION Vipin Chaudhary, Hai Jiang, John Paul N Walters

Computational clusters have long provided a mechanism for the acceleration of high performance computing (HPC) applications. With today's supercomputers now exceeding the petaflop scale, however, they are also exhibiting an increase in heterogeneity. This heterogeneity spans a range of technologies, from multiple operating systems to hardware accelerators and novel architectures. Because of the exceptional acceleration some of these heterogeneous architectures provide, they are being embraced as viable tools for HPC applications. Given the scale of today's supercomputers, it is clear that scientists must consider the use of fault-tolerance in their applications. This is particularly true as computational clusters with hundreds and thousands of processors become ubiquitous in large-scale scientific computing, leading to lower mean-times-to-failure. This forces the systems to effectively deal with the possibility of arbitrary and unexpected node failure. In this book the authors address the issue of fault-tolerance via checkpointing. They discuss the existing strategies to provide rollback recovery to applications -- both via MPI at the user level and through application-level techniques. Here they give a general overview of checkpointing and how it's implemented. More importantly, they describe strategies to improve the performance of checkpointing, particularly in the case of distributed systems.

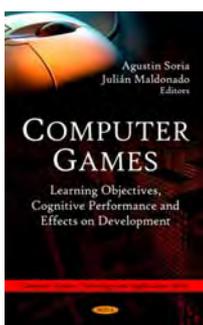
HB 9781607418405 £120.99 July 2010 Nova Science Publishers 141 pages 180x260mm tables



COMPUTER ANIMATION Edited by Jaron S Wright, Lloyd M Hughes

During the last decades, computer-aided engineering (CAE) methodologies have deeply changed the way of designing and developing products, systems and services. Thanks also to significant hardware and software improvements, CAE techniques are widely used by designers from the early conceptual phases up to the final stages of engineering processes. At the industry level, these methodologies have become a fundamental tool to be competitive and to ensure high quality standards. In industrial engineering, computer-aided methodologies typically are instrumental for design teams in shape modelling, behavioural simulations, digital mock-ups and realistic animations. Character animation is one of the key research areas in computer graphics and multimedia. It has applications in many fields, ranging from entertainment, games, virtual presence and others. This new important book gathers the latest research from around the globe in this dynamic field.

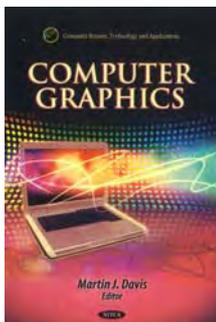
HB 9781607415596 £107.50 November 2010 Nova Science Publishers, Inc



COMPUTER GAMES: Learning Objectives, Cognitive Performance & Effects on Development Edited by Agustin Soria, Julián Maldonado

There is wide interest in the potential of 'serious' video games as vehicles for learning. Especially in the health education domain, there are now many reports of the use of video games intended to produce changes in players' knowledge, attitudes or behaviours that will transfer to 'real life' settings outside the context of the game. The authors of this book analyse the learning models implicit in health games described in the literature, and relates these to established learning models in order to illustrate the nature of the gaps between current game designs and relevant learning theory and technology. This analysis provides a systematic framework for identifying principles of game design that are soundly based both in theory and research evidence. This book also reports on whether computer games can be put to good use for mathematics educational purposes for young teenagers. The authors believe that computer games can be used as a complement for making routine practice more varied, more enjoyable and more effective. In addition, digital epistemic games are computer-based games that mediate mental, intellectual, knowledge-oriented activities. This book presents a strategy for how to analyse digital epistemic games.

HB 9781608766581 £74.50 Aug 2010 Nova Science Publishers 201 pages 155x230mm tables, charts & illus



COMPUTER GRAPHICS Edited by Martin J Davis

The development of computer graphics has made computers easier to interact with, and better for understanding and interpreting many types of data. Developments in computer graphics have had a profound impact on many types of media and have revolutionised animation, movies and the video game industry. This book presents current research in the study of computer graphics, including computer graphics and medical image processing utilised in oral and maxillofacial surgery; open-source and freeware tools in computer graphics; fractal geometry in computer graphics and virtual reality; and visual attention in computer graphics.

HB 9781617618116 £74.50 August 2011 Nova Science Publishers, Inc 200 pages 180x260mm tables & charts



COMPUTER SCIENCE RESEARCH & TECHNOLOGY: Volume 2 Edited by Janice P. Bauer

This book presents leading-edge research from across the globe in the field of computer science research, technology and applications. Each contribution has been carefully selected for inclusion based on the significance of the research to this fast-moving and diverse field. Includes: Bluetooth Wireless Technology, computer networks; and high performance computing.

HB 9781611220735 £74.50 May 2011 Nova Science Publishers, Inc 199 pages 155x230mm tables, graphs, diagrams



COMPUTER SCIENCE RESEARCH & TECHNOLOGY: Volume 3 Edited by Janice P. Bauer

This book presents leading-edge research from across the globe in the field of computer science research, technology and applications. Each contribution has been carefully selected for inclusion based on the significance of the research to this fast-moving and diverse field. Includes: network topology; agile programming; virtualisation; and reconfigurable computing.

HB 9781611220742 £74.50 June 2011 Nova Science Publishers, Inc 184 pages 155x230mm tables, diagrams, graphs, charts, illus.



COMPUTER SCIENCE RESEARCH & TECHNOLOGY Edited by Karl C. Verdinand

Like them or hate them, computers are here to stay. This book presents leading-edge research from across the globe in the field of computer science research, technology and applications. Each contribution has been carefully selected for inclusion based on the significance of the research to this fast-moving and diverse field. Some topics included are Ethernet Passive Optical Networks; Human-Computer Interaction Systems; Mobile multicast protocols in wireless networks and STB and Smart Cards in IPTV Broadcasting.

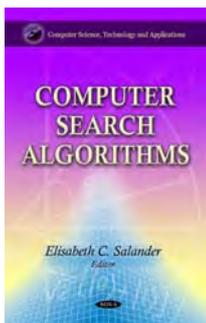
HB 9781617286889 £137.50 February 2011 Nova Science Publishers, Inc 329 pages 180x260mm tables, graphs, diagrams

IMAGE IN PREPARATION

COMPUTER SCIENCE RESEARCH & THE INTERNET Edited by Jaclyn E Morris

This book presents leading-edge research from across the globe in the field of computer science research, technology, the internet and applications. Each contribution has been carefully selected for inclusion based on the significance of the research to this fast-moving and diverse field. Some topics included are virtual applications in ENT medicine and for teaching surgery; genome web-browsers as critical bioinformatics tools; Ethernet networks; routers and networks with near-zero buffers; and augmented reality systems using 3D fiducial markers.

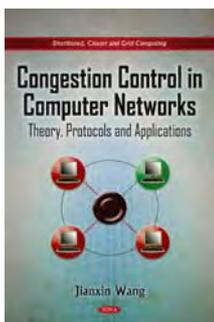
HB 9781617287305 £137.50 January 2012 Nova Science Publishers, Inc 180x260mm



COMPUTER SEARCH ALGORITHMS Benjamin D. Cohen

This book presents research data in the study of computer search algorithms, including live soft-matter quantum computing; heuristic searches applied to the resolution of a relevant optimisation problem from the telecommunications domain; the emergence and advances of quantum search algorithms; an equilibrium network design problem for road traffic network; artificial neural networks; and evolutionary algorithms based on the concept of stochastic schemata exploiter.

HB 9781611225273 £74.50 January 2012 Nova Science Publishers, Inc 155x230mm



CONGESTION CONTROL IN COMPUTER NETWORKS: Theory, Protocols & Applications Jianxin Wang

The tremendous growth of the internet and the advances of computer technology have been pushing forward computer networks for high speed and broad bandwidth. As the internet becomes increasingly heterogeneous, the issue of congestion control becomes ever more important. The large increase in traffic demands and the relentless demand for network capacity have produced a need for new flexible types of congestion control. This book reviews the background and concepts of internet congestion control and gives an overview of the state-of-the-art in congestion control research.

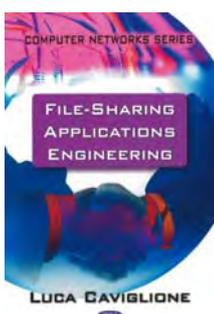
HB 9781617286988 £145.99 March 2011 Nova Science Publishers 275 pages 180x260mm

IMAGE IN PREPARATION

ENCYCLOPEDIA OF COMPUTER SCIENCE: 2 Volume Set Edited by Robert T Abrams

Topics discussed include developing soft computing approaches for flood level forecasting; soft computing in astronomy; fuzzy linear goal programming applied to solve assets and liability management problems in banks; computer-assisted teaching on science education; inquiry web-based learning to enhance knowledge construction; new forms of and tools for co-operative learning with social software in higher education; e-technology use and abuse in university classrooms; a strategy for analysing digital epistemic games and exploring the educational possibilities of computer games.

HB 9781613246351 £270.99 February 2012 Nova Science Publishers, Inc 180x260mm



FILE SHARING APPLICATIONS ENGINEERING Luca Caviglione

The book offers a self-contained discussion about file-sharing systems from an engineer's point of view. Its main scope is to rationalise the engineering process at the basis of peer-to-peer (p2p) file-sharing systems. The work analyses the architectural blueprints, the design choices, the internals, the core algorithms, their interaction with the underlying network infrastructure and some of the major findings of the scientific community. The major topics covered in the book are: a quick historical revision of file-sharing applications; an introduction to the p2p communication paradigm, focusing on aspects strictly related to their adoption to engineer file-sharing applications; the analysis of the basic components and the core functionalities needed to implement an effective file-sharing service; a discussion about problems arising due to the lack of transparency in the modern Internet and the main traversal techniques available; the investigation of the most popular heuristics employed to force file-sharing users to play an active role within the overall service; a detailed dissertation on eMule and BitTorrent applications, "specialising" the theory presented in the rest of the book; client interface modifications, tweaks and optimisation applied to file-sharing architectures; traffic analysis of file sharing applications: results, methodologies and tools; a quick investigation of the source code of the most popular client interfaces.

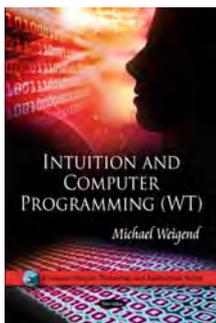
HB 9781607415947 £74.50 March 2010 Nova Science Publishers 149 pages 180x260mm

IMAGE IN PREPARATION

INTRODUCTION TO NETWORKING: (CCNA- Part 1) Edited by S P Maj

In the 1990s, Cisco, the world's largest supplier of network equipment developed the Cisco Network Academy Program (CNAP). CNAP defines the global standard in network technology. However, this material does not provide a useful conceptual model of how network devices work. Furthermore, an extensive range of network management tools were evaluated with the same results -- it was difficult to manage runtime data from multiple devices and protocols. This demand driven problem was the basis of our applied research program that led to the development of State Model Diagrams (SMDs). SMDs are a diagrammatic modelling method that control complexity by means of abstraction. This book uses the universally applicable SMD principles to provide new insights to the wide range of different network devices and protocols.

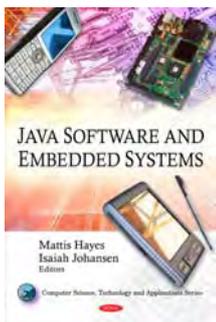
HB 9781613245361 £62.50 February 2012 Nova Science Publishers, Inc 150x230mm



INTUITION & COMPUTER PROGRAMMING (WT) Michael Weigend

Intuitive models are self-evident, holistic mental concepts about the world. Programmers use them, when they try to understand the semantics of a computer program, explain an algorithmic idea to someone else, check the logical correctness of existing code or create new computer programs. This book focuses on intuitive models (declarative knowledge) applied by programming novices concerning state transitions versus data processing, allocation of activity within a running program, and the assignment of names to entities and function calls.

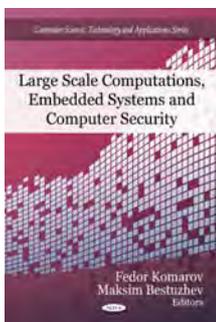
PB 9781616683306 £35.99 March 2011 Nova Science Publishers, Inc 73 pages 155x230mm illus., diagrams



JAVA SOFTWARE & EMBEDDED SYSTEMS Edited by Mattis Hayes, Isaiiah Johansen

The development of a multi-device platform requires a common language such as Java. This book discusses two different works related with Bluetooth and GPS-GSM communication. Java application on the distributed system is introduced by certain keywords, design pattern, software architecture, design process and architecture for ubiquitous space. Furthermore, Java is often used as an embedded programming system. This book describes a new development framework for embedded control systems and engine calibration is presented, which supports the modelling of such systems and provides tools for the design and validation activities. An analytical method to express the resonant frequency in terms of the lumped component values is outlined as well.

HB 9781607416616 £145.99 August 2010 Nova Science Publishers, Inc 234 pages 180x260mm tables & charts

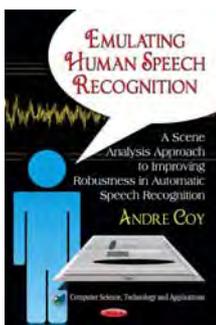


LARGE SCALE COMPUTATIONS, EMBEDDED SYSTEMS & COMPUTER SECURITY

Edited by Fedor Komarov, Maksim Bestuzhev

This book discusses the programmability and reconfigurability of modern full featured embedded systems along with current trends in interfacing methods. This book also introduces tools that allow embedded system developers to easily program for their specific embedded system hierarchy and deal with multiple levels of complexity using the C language, while exposing the feature rich functionality of embedded operating systems. Furthermore, this book considers the cost of developing software that is built with the specific intension of being fault-tolerant. Other chapters in this book examine the development of embedded control systems for automotive applications, the methods for reliability evaluation of communication network systems, the static and dynamic configurable ASIP architectures, and the communication infrastructures which are vital in handling the design of such systems.

HB 9781607413073 £162.50 May 2010 Nova Science Publishers, Inc 346 pages 180x260mm b/w photos, tables & charts



LIKE HUMANS DO: A Scene Analysis Approach to Improving Robustness in Automatic Speech Recognition Edited by Andre Coy

This book presents a systematic approach to the automatic recognition of simultaneous speech signals using computational auditory scene analysis. Inspired by human auditory perception, this book investigates a range of algorithms and techniques for decomposing multiple speech signals by integrating a spectro-temporal fragment decoder within a statistical search process. The outcome is a comprehensive insight into the mechanisms required if automatic speech recognition is to approach human levels of performance.

HB 9781612092287 £107.50 January 2012 Nova Science Publishers, Inc 155x230mm

IMAGE IN PREPARATION

NETWORK PROTOCOLS Edited by Geng Liang

This book intends to focus on network protocol and communication in the area of information and industrial control. Various research on sub-layer protocols including Data Link Layer (DLL), Application Layer (AL) and User Layer (UL) in instrumentation network and TCP/IP, Web based protocol for industrial and informatic network and control problems involving network communication, along with the design of corresponding system are presented explicitly. The main objective of this book is to provide information on some latest research on some mainstream network protocols used in industry, including fundamental concepts and principles, latest technological developments, and as the main part, theoretical and practical research results ever accomplished.

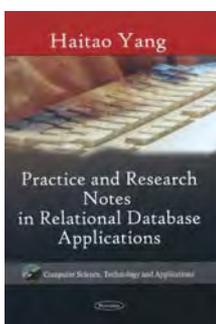
HB 9781614708216 £62.50 February 2012 Nova Science Publishers, Inc 155x230mm

IMAGE IN PREPARATION

NETWORK QUALITY OF SERVICE Edited by Collin Vaughan

In the field of computer networking and other packet-switched telecommunication networks, the traffic engineering term quality of service (QoS) refers to resource reservation control mechanisms rather than the achieved service quality. Quality of service is the ability to provide different priority to different applications, users or data flows, or to guarantee a certain level of performance to a data flow. This book presents current research from across the globe in the study of network quality of service, including resource allocation in next generation networks; QoS management by active grid information servers in grid computing; radio resource management architecture for wireless networks; IP-Based QoS architecture for cloud services; analysis of WiMax and WiFi integration and quality of service in wireless local area networks.

HB 9781614702023 £79.50 February 2012 Nova Science Publishers, Inc 155x230mm



PRACTICE & RESEARCH NOTES IN RELATIONAL DATABASE APPLICATIONS

Haitao Yang

Relational database applications cover such a great variety of subjects and cases that professionals from the software industries or researchers on the fields of database studies might encounter at the same time distinct issues based on DBMS. This book present a detailed description of designing a generic sync middleware system, GSMS, and provides in-depth coverage of key topics including that, sync network, schemes for capturing and logging data change, change propagation, sync session optimisation, etc.

PB 9781616688509 £35.99 February 2011 Nova Science Publishers, Inc 112 pages 155x230mm tables

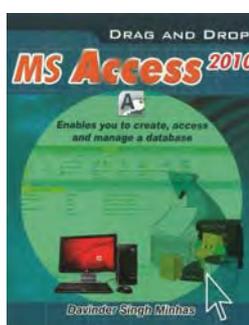


DRAG & DROP HTML Davinder Singh Minhas

"Drag and Drop" is a series of 12 books, mainly aimed at beginners and students. It is based on the WYSIWYG (what you see is what you get) method, so the reader can easily correlate what is written in the book with what is displayed on the computer screen. The programs can be learnt by the simple process of dragging, dropping and clicking on the command with the mouse. Each book in the series focuses on a particular software and explains it in a clear and concise manner.

AUTHOR INFORMATION: Davinder Singh Minhas is a Microsoft Certified Professional and is experienced and well-established in the field of information technology. He has over 70 books on various facets of computer programs to his credit.

PB 9788120757356 £4.95 October 2011 Sterling Publishers Pvt Ltd 40 pages 215x280mm colour illus



DRAG & DROP MS ACCESS 2010 Davinder Singh Minhas

"Drag and Drop" is a series of 12 books, mainly aimed at beginners and students. It is based on the WYSIWYG (what you see is what you get) method, so the reader can easily correlate what is written in the book with what is displayed on the computer screen. The programs can be learnt by the simple process of dragging, dropping and clicking on the command with the mouse. Each book in the series focuses on a particular software and explains it in a clear and concise manner.

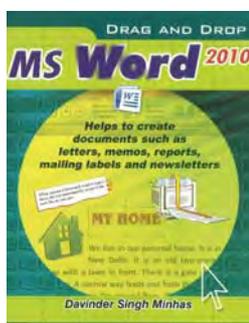
PB 9788120757370 £4.95 October 2011 Sterling Publishers Pvt Ltd 40 pages 215x280mm colour illus

IMAGE IN PREPARATION

DRAG & DROP MS WORD

"Drag and Drop" is a series of 12 books, mainly aimed at beginners and students. It is based on the WYSIWYG (what you see is what you get) method, so the reader can easily correlate what is written in the book with what is displayed on the computer screen. The programs can be learnt by the simple process of dragging, dropping and clicking on the command with the mouse. Each book in the series focuses on a particular software and explains it in a clear and concise manner.

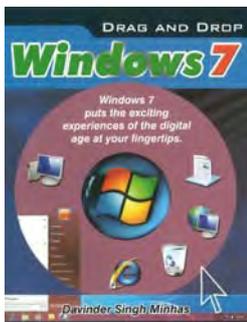
PB 9781845573447 £1.50 February 2012 Sterling Publishers Pvt Ltd 40 pages 215x280mm colour illus



DRAG & DROP MS WORD 2010 Davinder Singh Minhas

"Drag and Drop" is a series of 12 books, mainly aimed at beginners and students. It is based on the WYSIWYG (what you see is what you get) method, so the reader can easily correlate what is written in the book with what is displayed on the computer screen. The programs can be learnt by the simple process of dragging, dropping and clicking on the command with the mouse. Each book in the series focuses on a particular software and explains it in a clear and concise manner.

PB 9788120757394 £4.95 October 2011 Sterling Publishers Pvt Ltd 40 pages 215x280mm colour illus

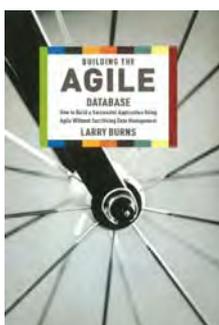


DRAG & DROP WINDOWS 7: Windows 7 Puts the Exciting Experiences of the Digital Age at Your Fingertips Davinder Singh Minhas

Drag & Drop is a series of 12 books, mainly aimed at beginners and students. It is based on the WYSIWYG (What You See is What You Get) method, so the reader can easily correlate what is written in the book with what is displayed on the computer screen. The programs can be learnt by the simple process of dragging, dropping and clicking on the command with the mouse. Each book in the series focuses on a particular software and explains it in a clear and concise manner.

PB 9788120757431 £4.95 Oct 2011 Sterling Publishers Pvt Ltd 40 pages 215x280mm illus

TECHNICS PUBLICATIONS LLC



BUILDING THE AGILE DATABASE: How to Build a Successful Application Using Agile without Sacrificing Data Management Larry Burns

Is fast development the enemy of good development? Not necessarily. Agile development requires that databases are designed and built quickly enough to meet fast-based delivery schedules - but in a way that also delivers maximum business value and reuse. This book, suitable for practitioners at all levels, will explain how to design and build enterprise-quality high-value databases within the constraints of an Agile project. Starting with an overview of the business case for good data management practices, the book defines the various stakeholder groups involved in the software development process, explains the economics of software development (including "time to market" versus "time to money"), and describes an approach to Agile database development based on the five PRISM principles. The book will serve as an excellent reference for application developers, data managers, DBAs, project managers, Scrum Masters and IT managers looking to get more value from their development efforts.

PB 9781935504153 £41.99 August 2011 Technics Publications Llc 276 pages 175x255mm tables



BUILDING THE UNSTRUCTURED DATA WAREHOUSE: Architecture, Analysis & Design W H Inmon, Krish Krishnan

Learn essential techniques from data warehouse legend Bill Inmon on how to build the reporting environment your business needs now! Transforming the traditional data warehouse into an efficient unstructured data warehouse requires additional skills from the analyst, architect, designer, and developer. This book will prepare you to successfully implement an unstructured data warehouse and, through clear explanations, examples, and case studies, you will learn new techniques and tips to successfully obtain and analyse text. Master these ten objectives: Build an unstructured data warehouse using the 11-step approach; Integrate text and describe it in terms of homogeneity, relevance, medium, volume, and structure; Overcome challenges including blather, the Tower of Babel, and lack of natural relationships; Avoid the Data Junkyard and combat the "Spider's Web"; Reuse techniques perfected in the traditional data warehouse and Data Warehouse 2.0, including iterative development; Apply essential techniques for textual Extract, Transform, and Load (ETL) such as phrase recognition, stop word filtering, and synonym replacement; Design the Document Inventory system and link unstructured text to structured data; Leverage indexes for efficient text analysis and taxonomies for useful external categorisation; Manage large volumes of data using advanced techniques such as backward pointers; Evaluate technology choices suitable for unstructured data processing, such as data warehouse appliances.

HB 9781935504047 £37.50 January 2011 Technics Publications Llc 216 pages 255x175mm



DAMA DICTIONARY OF DATA MANAGEMENT: 2nd Edition Edited by Susan Earley

A glossary of over 2,000 terms which provides a common data management vocabulary for IT and Business professionals, and is a companion to the DAMA Data Management Body of Knowledge (DAMA-DMBOK). Topics include: Analytics & Data Mining; Architecture; Artificial Intelligence; Business Analysis; DAMA & Professional Development; Databases & Database Design; Database Administration; Data Governance & Stewardship; Data Management; Data Modeling; Data Movement & Integration; Data Quality Management; Data Security Management; Data Warehousing & Business Intelligence; Document, Record & Content Management; Finance & Accounting; Geospatial Data; Knowledge Management; Marketing & Customer Relationship Management; Meta-Data Management; Multi-dimensional & OLAP; Normalization; Object-Orientation; Parallel Database Processing; Planning; Process Management; Project Management; Reference & Master Data Management; Semantic Modeling; Software Development; Standards Organizations; Structured Query Language (SQL); XML Development.

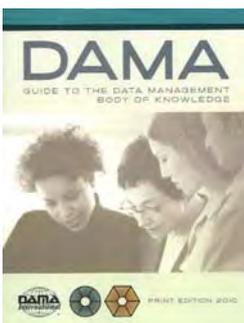
PB 9781935504122 £54.50 April 2011 Technics Publications Llc 254 pages 215x280mm



DAMA DICTIONARY OF DATA MANAGEMENT CD-ROM: 2nd Edition Edited by Susan Earley

A glossary of over 2,000 terms which provides a common data management vocabulary for IT and Business professionals, and is a companion to the DAMA Data Management Body of Knowledge (DAMA-DMBOK). This glossary is in electronic format as a CD-ROM. Topics include: Analytics & Data Mining; Architecture; Artificial Intelligence; Business Analysis; DAMA & Professional Development; Databases & Database Design; Database Administration; Data Governance & Stewardship; Data Management; Data Modeling; Data Movement & Integration; Data Quality Management; Data Security Management; Data Warehousing & Business Intelligence; Document, Record & Content Management; Finance & Accounting; Geospatial Data; Knowledge Management; Marketing & Customer Relationship Management; Meta-Data Management; Multi-dimensional & OLAP; Normalization; Object-Orientation; Parallel Database Processing; Planning; Process Management; Project Management; Reference & Master Data Management; Semantic Modeling; Software Development; Standards Organizations; Structured Query Language (SQL); XML Development.

CD-ROM 9781935504115 £49.99 April 2011 Technics Publications Llc



DAMA-DMBOK GUIDE: The DAMA Guide to the Data Management Body of Knowledge Edited by Susan Earley

Written by over 120 data management practitioners, this is the most impressive compilation of data management principals and best practices, ever assembled. It provides data management and IT professionals, executives, knowledge workers, educators, and researchers with a framework to manage their data and mature their information infrastructure. The equivalent of the PMBOK or the BABOK, the DAMA-DMBOK provides information on: Data Governance; Data Architecture Management; Data Development; Database Operations Management; Data Security Management; Reference & Master Data Management; Data Warehousing & Business Intelligence Management; Document & Content Management; Meta Data Management; Data Quality Management; Professional Development. As an authoritative introduction to data management, the goals of the DAMA-DMBOK Guide are: To build consensus for a generally applicable view of data management functions; To provide standard definitions for commonly used data management functions, deliverables, roles, and other terminology; To document guiding principles for data management; To present a vendor-neutral overview to commonly accepted good practices, widely adopted methods and techniques, and significant alternative approaches; To clarify the scope and boundaries of data management; To act as a reference which guides readers to additional resources for further understanding.

HB 9781935504023 £62.50 February 2010 Technics Publications Llc 406 pages 215x280mm tables & charts

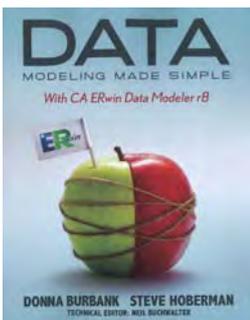
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DATA & REALITY: A Timeless Perspective on Perceiving & Managing Information in Our Imprecise World William Kent

Let's step back to the year 1978. Sony introduces hip portable music with the Walkman, Illinois Bell Company releases the first mobile phone, Space Invaders kicks off the video game craze, and William Kent writes this book. We have made amazing progress in the last four decades in terms of portable music, mobile communication, and entertainment, making devices such as the original Sony Walkman and suitcase-sized mobile phones museum pieces today. Yet remarkably, the book *Data and Reality* is just as relevant to the field of data management today as it was in 1978. This book gracefully weaves the disciplines of psychology and philosophy with data management to create timeless takeaways on how we perceive and manage information. Although databases and related technology have come a long way since 1978, the process of eliciting business requirements and how we think about information remains constant. This book will provide valuable insights whether you are a 1970s data-processing expert or a modern-day business analyst, data modeller, database administrator, or data architect. This 3rd edition differs substantially from the first and second editions. Data modelling thought leader Steve Hoberman has updated many of the original examples and references and added his commentary throughout the book, including key points at the end of each chapter. The important takeaways in this book are rich with insight yet presented in a conversational and easy-to-grasp writing style. Here are just a few of the issues this book tackles: Has "business intelligence" replaced "artificial intelligence"? Why is a maps geographic landscape analogous to a data models information landscape? Where do forward and reverse engineering fit in our thought process? Why are we all becoming "data archaeologists"? What causes the communication chasm between the business professional and the information technology professional in most organisations, and how can the logical data model help bridge this chasm? Why do we invest in hardware and software to solve business problems before determining what the business problems are in the first place? What is the difference between oneness, sameness, and categories? Why does context play a role in every design decision? Why do the more important attributes become entities or relationships? Why do symbols speak louder than words? Whats the difference between a data modeller, a philosopher, and an artist? Why is the 1975 dream of mapping all attributes still a dream today? What influence does language have on our perception of reality? Can we distinguish between naming and describing?

PB 9781935504214 £40.99 February 2012 Technics Publications Llc 200 pages 210x255mm



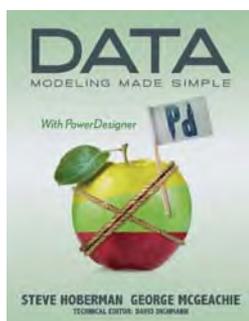
DATA MODELING MADE SIMPLE: With CA Erwin Data Modeler R8 Donna Burbank, Steve Hobermen

This book will provide the business or IT professional with a practical working knowledge of data modelling concepts and best practices, and how to apply these principles with CA ERwin Data Modeler r8. You will build many CA ERwin data models along the way, mastering first the fundamentals and later in the book the more advanced features of CA ERwin Data Modeler. The book combines real-world experience and best practices with down to earth advice, humour, and even cartoons to help you master the following ten objectives: Understand the basics of data modelling and relational theory, and how to apply these skills using CA ERwin Data Modeler; Read a data model of any size and complexity with the same confidence as reading a book; Understand the difference between conceptual, logical, and physical models, and how to effectively build these models using CA ERwin's Data Modelers Design Layer Architecture; Apply techniques to turn a logical data model into an efficient physical design and vice-versa through forward and reverse engineering, for both top down and bottom-up design; Learn how to create reusable domains, naming standards, UDPs, and model templates in CA ERwin Data Modeler to reduce modelling time, improve data quality, and increase enterprise consistency; Share data model information with various audiences using model formatting and layout techniques, reporting, and metadata exchange; Use the new workspace customisation features in CA ERwin Data Modeler r8 to create a workflow suited to your own individual needs; Leverage the new Bulk Editing features in CA ERwin Data Modeler r8 for mass (cont'd)

metadata updates, as well as import/export with Microsoft Excel; Compare and merge model changes using CA ERwin Data Modelers Complete Compare features; Optimise the organisation and layout of your data models through the use of Subject Areas, Diagrams, Display Themes, and more. Section I provides an overview of data modelling: what it is, and why it is needed. The basic features of CA ERwin Data Modeler are introduced with a simple, easy-to-follow example. Section II introduces the basic building blocks of a data model, including entities, relationships, keys, and more. How-to examples using CA ERwin Data Modeler are provided for each of these building blocks, as well as 'real world' scenarios for context. Section III covers the creation of reusable standards, and their importance in the organisation. From standard data modelling constructs such as domains to CA ERwin-specific features such as UDPs, this section covers step-by-step examples of how to create these standards in CA ERwin Data Modeling, from creation, to template building, to sharing standards with end users through reporting and queries. Section IV discusses conceptual, logical, and physical data models, and provides a comprehensive case study using CA ERwin Data Modeler to show the interrelationships between these models using CA ERwin's Design Layer Architecture. Real world examples are provided from requirements gathering, to working with business sponsors, to the hands-on nitty-gritty details of building conceptual, logical, and physical data models with CA ERwin Data Modeler r8.

AUTHOR INFORMATION: Donna Burbank has a unique perspective on the field of data modelling -- having helped to design and produce several of the leading metadata and data modelling tools in the market today, as well as having spent many years as a consultant implementing these solutions. As a consultant, she has worked with Global 2000 companies world-wide and as a software provider, she has been instrumental in the development efforts at Platinum Technology, Embarcadero Technologies, and CA.

PB 9781935504092 £66.99 Aug 2011 Technics Publications Llc 536 pages 215x280mm b/w illus



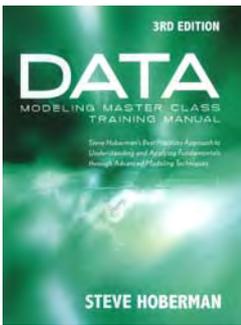
DATA MODELING MADE SIMPLE WITH POWERDESIGNER Steve Hoberman

This book will provide the business or IT professional with a practical working knowledge of data modelling concepts and best practices, and how to apply these principles with PowerDesigner. The book contains six sections: Section I introduces data modelling along with its purpose and variations. Also included is an explanation of the important role of a data modelling tool, the key features required of any data modelling tool, and an introduction to the essential features of PowerDesigner; Section II explains all of the components on a data model including entities, data elements, relationships, and keys, and describes how to create and manage these objects in PowerDesigner. Also included is a discussion of the importance of quality names and definitions for your objects; Section III dives into the relational and dimensional subject area, logical, and physical data models, and describes how PowerDesigner supports these models and the connections between them. Learn how to get information into and out of PowerDesigner, and improve the quality of your data models with a cross-reference of key PowerDesigner features with the Data Model Scorecard; Section IV contains a PowerDesigner workshop designed to consolidate everything for you; Section V focuses on additional PowerDesigner features (some of which have already been introduced) which make life easier for data modellers; Section VI discusses PowerDesigner topics beyond data modelling, including the XML physical model and the other types of model available in PowerDesigner; it also discusses the role of PowerDesigner in data management, using the DAMA Data Management Body of Knowledge (DAMA-DMBOK) framework.

AUTHOR INFORMATION: Steve Hoberman is one of the world's most well-known data modelling gurus. He understands the human side of data modelling and has evangelised "next generation" techniques. Steve taught his first data modelling class in 1992 and since then has educated over 10,000 people about data modelling and business intelligence techniques. He has presented at over 50 international conferences, authored three data modelling books, founded the Design Challenges group, and invented the Data Model Scorecard.

PB 9780977140091 £66.99 January 2012 Technics Publications LLC 600 pages 215x280mm

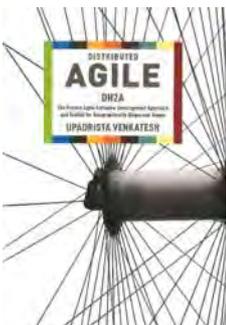
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DATA MODELING MASTER CLASS TRAINING MANUAL: Steve Hoberman's Best Practices Approach to Understanding & Applying Fundamentals Through Advanced Modeling Techniques Steve Hoberman

The Master Class is a complete course on requirements elicitation and data modelling, containing four days of practical techniques for producing solid relational and dimensional data models. After learning the styles and steps in capturing and modelling requirements, you will apply a best practices approach to building and validating data models through the Data Model Scorecard®. You will know not just how to build a data model, but also how to build a data model well. Three case studies and many exercises reinforce the material and enable you to apply these techniques in your current projects. By the end of the course, you will know how to: Apply requirements elicitation techniques including interviewing and prototyping; Explain data modelling constructs and employ the "6 Questions" approach to ensure model precision; Demonstrate reading a data model of any size and complexity with the same confidence as reading a book; Validate any data model with key "settings" (scope, abstraction, timeframe, function, and format) as well as through the Data Model Scorecard®; Practice finding structural soundness issues and standards violations; Build relational and dimensional subject area, logical, and physical data models; Recognise situations where abstraction would be most valuable and situations where abstraction would be most dangerous; Use a series of templates for scoping and validating requirements, and for data profiling; Express how to write clear, complete, and correct definitions; Describe the two reasons an enterprise data modelling project can fail, and the factors that must be in place for the enterprise data model to succeed.

HB 9781935504160 £154.50 September 2011 Technics Publications Llc 462 pages 215x280mm

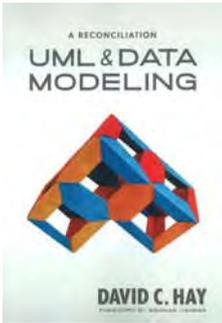


DISTRIBUTED AGILE: DH2A -- The Proven Agile Software Development Approach & Toolkit for Geographically Dispersed Teams Upadrista Venkatesh

If you have ever worked on an Agile software development project, you know the importance of face-to-face communication. Having both business and IT professionals working together in the same room can become the critical success factor. Can Agile be successful though when team members are scattered across rooms, buildings, regions, or even countries? Yes! By following the Design for Hybrid Agile Adoption (DH2A) approach, framework and set of templates and tools explained in this book, you can implement successful Agile projects. This book contains three sections: Section I provides the basics of distributed Agile and DH2A, compares collocated with distributed Agile, and shares the rewards of following a distributed Agile approach. Section II dives into the DH2A methodology, with entire chapters dedicated to the Appraisal Segment, Estimation Segment, Planning Segment, and Implementation Segment. In addition there is a chapter in Section II on the roles required to make DH2A a success. Section III focuses on the DH2A framework, with an emphasis on Project Management Office and Governance. Actual case studies are used to illustrate the many useful tools within this text.

AUTHOR INFORMATION: Upadrista Venkatesh has worked in a blended mixture of the onsite-offshore model and had been the trusted advisor for several organisations to help them adopt the strategies of distributed development. He is currently working in the leadership role for a large IT service provider apart from being an advisor to the DH2A Institute. His current research and interests focus on bringing strategic changes to organisations seeking to move to the Distributed Agile development approach.

PB 9781935504146 £45.99 August 2011 Technics Publications Llc 352 pages 175x255mm tables & charts



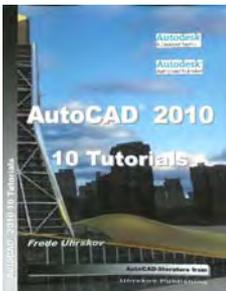
UML & DATA MODELING: A Reconciliation David C Hay

Here you will learn how to develop an attractive, easily readable, conceptual, business-oriented entity/relationship model, using a variation on the UML Class Model notation. This book has two audiences: Data modellers (both analysts and database designers) who are convinced that UML has nothing to do with them; and UML experts who don't realise that architectural data modelling really is different from object modelling (and that the differences are important). David Hay's objective is to finally bring these two groups together in peace. Here all modellers will receive guidance on how to produce a high quality (that is, readable) entity/relationship model to describe the data architecture of an organisation. The notation involved happens to be the one for class models in the Unified Modelling Language, even though UML was originally developed to support object-oriented design. Designers have a different view of the world from those who develop business-oriented conceptual data models, which means that to use UML for architectural modelling requires some adjustments. These adjustments are described in this book. David Hay is the author of "Enterprise Model Patterns: Describing the World", a comprehensive model of a generic enterprise. The diagrams were at various levels of abstraction, and they were all rendered in the slightly modified version of UML Class Diagrams presented here. This book is a handbook to describe how to build models such as these. By way of background, an appendix provides a history of the two groups, revealing the sources of their different attitudes towards the system development process.

AUTHOR INFORMATION: Since the early 1980s, David Hay has been a pioneer in the use of process and data models to support strategic planning, requirements analysis, and system design. He has developed enterprise models for many industries, including, among others, pharmaceutical research, oil refining and production, film and television, and nuclear energy. In each case, he found the relatively simple structures hidden in formidably complex situations. He has published several books and numerous articles and he is a frequent speaker at professional society conferences.

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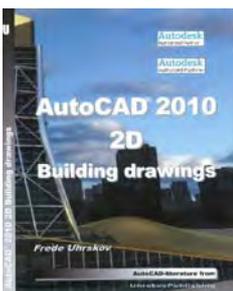


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AUTHOR INFORMATION: Frede Uhrskov is a very experienced teacher and instructor in AutoCAD. He has focused on teaching and writing about AutoCAD for 19 years now. With over 100 titles about AutoCAD he has become Scandinavian's leading author in the field. His books are well known as easy - to - understand and student - friendly. Frede Uhrskov is moreover member of ADN (Autodesk Developer Network).

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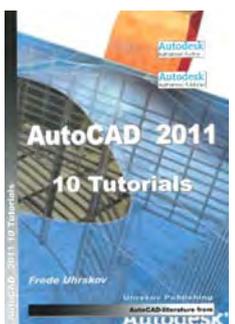
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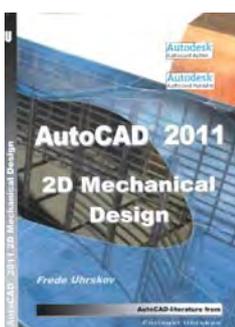
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