The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced
After covering the basics, this text presents modern design techniques using programmable logic devices and the VHDL hardware description language.

The section on fault-finding has been expanded. A new chapter is dedicated to the interface between digital components and analog voltages.

A highly accessible, comprehensive and fully up to date digital systems text

A well known and respected text now revamped for current courses

Part of the Newnes suite of texts for HND/1st year modules

SWITCHING THEORY AND LOGIC DESIGN

Computer Organization and Design: Fundamentals takes the reader from the basic design principles of the modern digital computer to a top-level examination of its architecture. This book can serve either as a textbook to an introductory course on computer hardware or as the basic text for the aspiring geek who wants to learn about digital design. The material is presented in four parts. The first part describes how computers represent and manipulate numbers. The second part presents the tools used at all levels of binary design. The third part introduces the reader to computer system theory with topics such as memory, caches, hard drives, pipelining, and interrupts. The last part applies these theories through an introduction to the Intel 80x86 architecture and assembly language. The material is presented using practical terms and examples with an aim toward providing anyone who works with computer systems the ability to use them more effectively through a better understanding of their design.

Digital Logic Design and Computer Organization with Computer Architecture for Security

Introduces the principles of turfgrass management, covering everything from basic turfgrass science to fertilization, mowing, turfgrass diseases, irrigation topdressing, pest management, as well as career paths, and much more.

Computer Organization, Design, and Architecture, Fifth Edition

Updated with modern coverage, a streamlined presentation, and an excellent companion CD, this sixth edition achieves yet again an unmatched balance between theory and application. Authors Charles H. Roth, Jr. and Larry L. Kinney carefully present the theory that is necessary for understanding the fundamental concepts of logic design while not overwhelming students with the mathematics of switching theory. Divided into 20 easy-to-grasp study units, the book covers such fundamental concepts as Boolean algebra, logic gates design, flip-flops, and state machines. By combining flip-flops with networks of logic gates, students will learn to design counters, adders, sequence detectors, and simple digital systems. After covering the basics, this text presents modern design techniques using programmable logic devices and the VHDL hardware description language.

Logic and Computer Design Fundamentals

Adapted from Floyd's best-selling Digital Fundamentals widely recognized as the authority in digital electronics this book also applies basic VHDL concepts to the description of logic circuits. It introduces digital logic concepts and functions in the same way as the original book, but with an emphasis on PLDs rather than fixed-function logic devices. Reflects the trend away from fixed-function logic devices with an emphasis on CPLDs and FPGAs, while offering coverage of fixed-function logic for reference. Presents VHDL as a tool for implementing the digital logic in programmable logic devices. Offers complete, up-to-date coverage, from the basic digital logic concepts to the latest in digital signal processing. Emphasizes applications and troubleshooting. Provides Digital System Applications in most chapters, illustrating how basic logic functions can be applied in real-world situations; many use VHDL to implement a system. Provides many examples with related problems. Includes ample illustrations throughout. A solid introduction to digital systems and programming in VHDL for design engineers or software engineers.
Fundamentals of Logic Design 5th Edition

covered in turn for all three basic material types: metals, ceramics, and polymeric materials. This presentation permits the early introduction of non-metals and supports the engineer's role in choosing materials based upon their characteristics. Using clear, concise terminology that is familiar to students, Fundamentals presents material at an appropriate level for both student comprehension and instructors who may not have a materials background.

Digital Logic Design The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for each chapter, Digital Electronics includes:

- information on number systems, binary codes, digital arithmetic, logic gates and families, and Boolean algebra;
- an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits;
- up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation.

A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers.

Logic and Computer Design Fundamentals Fundamentals of Digital Logic and Microcomputer Design, has long been hailed for its clear and simple presentation of the principles and basic tools required to design typical digital systems such as microcomputers. In this Fifth Edition, the author focuses on computer design at three levels: the device level, the logic level, and the system level. Basic topics are covered, such as number systems and Boolean algebra, combinational and sequential logic design, as well as more advanced subjects such as assembly language programming and microprocessor-based system design. Numerous examples are provided throughout the text. Coverage includes:

- Digital circuits in the context of logic design and computer architecture;
- up-to-date coverage of recent developments in digital technology;
- practical aspects of digital design, including CAD tools and software.

A comprehensive, must-read book on digital logic design for students and professionals in electrical, computer, and telecommunications engineering.
Fundamentals of Logic Design 5th Edition

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Digital Fundamentals with VHDL This textbook is intended for a senior-level course in digital systems design. The book covers both basic principles of digital systems design and the use of a hardware description language, VHDL, in the design process.

Advanced Digital Design with the Verilog HDL For courses in Logic and Computer design.

Understanding Logic and Computer Design for All Audiences Logic and Computer Design Fundamentals is a thoroughly up-to-date text that makes logic design, digital system design, and computer design available to readers of all levels. The Fifth Edition brings this widely recognized source to modern standards by ensuring that all information is relevant and contemporary. The material focuses on industry trends and successfully bridges the gap between the much higher levels of abstraction people in the field must work with today than in the past. Broadly covering logic and computer design, Logic and Computer Design Fundamentals is a flexibly organized source material that allows instructors to tailor its use to a wide range of audiences.

Computer Systems A core text for Freshman to Graduate-level courses in Introduction to Program Design - a supplemental text for courses in Introduction to a specific language. Widely adopted in technology, CIS, engineering, and business type courses for its exceptionally clear explanation of basic programming design principles, this text really starts from the beginning and assumes no prior programming knowledge. Using a unique concept-oriented, language-independent approach, it explores the full range of structured design concepts and problem-solving tools - through simple language, step-by-step examples, many sample problems, enrichment sections, and exercises.

Digital Systems Design Using VHDL Suitable for a one- or two-semester undergraduate or beginning graduate course in computer science and computer engineering, Computer Organization, Design, and Architecture, Fifth Edition presents the operating principles, capabilities, and limitations of digital computers to enable the development of complex yet efficient systems. With 11 new sections and four revised sections, this edition takes students through a solid, up-to-date exploration of single- and multiple-processor systems, embedded architectures, and performance evaluation. See What s New in the Fifth Edition Expanded coverage of embedded systems, mobile processors, and cloud computing Material for the "Architecture and Organization" part of the 2013 IEEE/ACM Draft Curricula for Computer Science and Engineering Updated commercial machine architecture examples The backbone of the book is a description of the complete design of a simple but complete hypothetical computer. The author then details the architectural features of contemporary computer systems (selected from Intel, MIPS, ARM, Motorola, Cray and various microcontrollers, etc.) as enhancements to the structure of the simple computer. He also introduces performance enhancements and advanced architectures including networks, distributed systems, GRIDs, and cloud computing. Computer organization deals with providing just enough details on the operation of the computer system for sophisticated users and programmers. Often, books on digital systems architecture fall into four categories: logic design, computer organization, hardware design, and system architecture. This book captures the important attributes of these four categories to present a comprehensive text that includes pertinent hardware, software, and system aspects.


The image contains text from various educational books, including titles such as "Digital Electronics" and "Digital Logic Design". The text is about the concepts and methods essential to mechanical engineering design, analysis, and application, focusing on free body diagrams, force flow concepts, failure theories, and fatigue design. It also discusses combinatorial circuits, sequential circuits, and modern computing systems, among other topics. The text is geared towards practicing engineers and students, providing a clear understanding of computer hardware technologies and modern design concepts.
Fundamentals of Logic Design This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines.

Digital Logic and Microprocessor Design with VHDL This book will teach students how to design digital logic circuits, specifically combinational and sequential circuits. Students will learn how to put these two types of circuits together to form dedicated and general-purpose microprocessors. This book is unique in that it combines the use of logic principles and the building of individual components to create data paths and control units, and finally the building of real dedicated custom microprocessors and general-purpose microprocessors. After understanding the material in the book, students will be able to design simple microprocessors and implement them in real hardware.

Digital Design Master the principles of logic design with the exceptional balance of theory and application found in Roth/Kinney/John's FUNDAMENTALS OF LOGIC DESIGN, ENHANCED, 7th Edition. This edition introduces you to today's latest advances. The authors have carefully developed a clear presentation that introduces the fundamental concepts of logic design without overwhelming you with the mathematics of switching theory. Twenty engaging, easy-to-follow study units present basic concepts, such as Boolean algebra, logic gate design, flip-flops and state machines. You learn to design counters, adders, sequence detectors and simple digital systems. After mastering the basics, you progress to modern design techniques using programmable logic devices as well as VHDL hardware description language. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Modern VLSI Design This comprehensive text on switching theory and logic design is designed for the undergraduate students of electronics and communication engineering, electrical and electronics engineering, electronics and instrumentation engineering, telecommunication engineering, computer science and engineering, and information technology. It will also be useful to AMIE, IETE and diploma students. Written in a student-friendly style, this book, now in its Second Edition, provides an in-depth knowledge of switching theory and the design techniques of digital circuits. Striking a balance between theory and practice, it covers topics ranging from number systems, binary codes, logic gates and Boolean algebra to minimization using K-maps and tabular method, design of combinational logic circuits, synchronous and asynchronous sequential circuits, and algorithmic state machines. The book discusses threshold gates and programmable logic devices (PLDs). In addition, it elaborates on flip-flops and shift registers. Each chapter includes several fully worked-out examples so that the students get a thorough grounding in related design concepts. Short questions with answers, review questions, fill in the blanks, multiple choice questions and problems are provided at the end of each chapter. These help the students test their level of understanding of the subject and prepare for examinations confidently. NEW TO THIS EDITION  " VHDL programs at the end of each chapter  " Complete answers with figures  " Several new problems with answers