

## Bsc Computer Science Past Papers

This book was developed during a particular pandemic situation in the whole world which confined people to their homes. Therefore, there was a rise in the use of distance working and learning (e-learning) which led to a very quick adoption of technology in order to guarantee different approaches to fulfil the same or better outcomes and ensure that people are connected. This book provides a better understanding about the importance of teams' assessment and collaborative work, as well as the use of collaboration tools and online assessment techniques supported by technology. Consequently, the book is aimed at all institutions that seek new working environments, namely higher education institutions, companies and organizations, sports teams, and others. Furthermore, this book provides new approaches and systems to carry the knowledge and learning assessment. The book gathers knowledge from several authors, related to collaboration environments and tools, as well as their insights on how technology can be applied to carry assessment processes. The book seeks to provide knowledge on new technologies and different learning environments.

The digital age has presented an exponential growth in the amount of data available to individuals looking to draw conclusions based on given or collected information across industries. Challenges associated with the analysis, security, sharing, storage, and visualization of large and complex data sets continue to plague data scientists and analysts alike as traditional data processing applications struggle to adequately manage big data. The Handbook of Research on Big Data Storage and Visualization Techniques is a critical scholarly resource that explores big data analytics and technologies and their role in developing a broad understanding of issues pertaining to the use of big data in multidisciplinary fields. Featuring coverage on a broad range of topics, such as architecture patterns, programming systems, and computational energy, this publication is geared towards professionals, researchers, and students seeking current research and application topics on the subject.

Contributed articles.

As society continues to experience increases in technological innovations, various industries must rapidly adapt and learn to incorporate these advances. When utilized effectively, the use of computer systems in educational settings creates a richer learning environment for students. The Handbook of Research on 3-D Virtual Environments and Hypermedia for Ubiquitous Learning is a critical reference source for the latest research on the application of virtual reality in educational environments and how the immersion into three-dimensional settings enhances student motivation and interaction. Exploring innovative techniques and emerging trends in virtual learning and hypermedia, this book is ideally designed for researchers, developers, upper-level students, and educators interested in the incorporation of immersive technologies in the learning process.

This book constitutes a carefully arranged selection of papers presented at the Forum on Research and Technology Advances in Digital Libraries, ADL'95, held in McLean, Virginia, USA in May 1995. Besides 15 revised refereed technical contributions, the book presents four invited survey papers by key persons heading institutions and projects essentially advancing the state of the art: France Cordova (NASA), James H. Billington (The Library of Congress), Raj Reddy (CMU), and Larry Smarr (NCSA, University of Illinois). The technical papers are organized in topical sections on visualization, document handling and information retrieval, network-based information and resource discovery, and design issues and prototyping.

Internet of things (IoT) is an emerging research field that is rapidly becoming an important part of our everyday lives including home automation, smart buildings, smart things, and more. This is due to cheap, efficient, and wirelessly-enabled circuit boards that are enabling the functions of remote sensing/actuating, decentralization, autonomy, and other essential functions. Moreover, with the advancements in embedded artificial intelligence, these devices are becoming more self-aware and autonomous, hence making decisions themselves. Current research is devoted to the understanding of how decision support systems are integrated into industrial IoT. *Decision Support Systems and Industrial IoT in Smart Grid, Factories, and Cities* presents the internet of things and its place during the technological revolution, which is taking place now to bring us a better, sustainable, automated, and safer world. This book also covers the challenges being faced such as relations and implications of IoT with existing communication and networking technologies; applications like practical use-case scenarios from the real world including smart cities, buildings, and grids; and topics such as cyber security, user privacy, data ownership, and information handling related to IoT networks. Additionally, this book focuses on the future applications, trends, and potential benefits of this new discipline. This book is essential for electrical engineers, computer engineers, researchers in IoT, security, and smart cities, along with practitioners, researchers, academicians, and students interested in all aspects of industrial IoT and its applications.

*GPU Pro3*, the third volume in the GPU Pro book series, offers practical tips and techniques for creating real-time graphics that are useful to beginners and seasoned game and graphics programmers alike. Section editors Wolfgang Engel, Christopher Oat, Carsten Dachsbacher, Wessam Bahnassi, and Sebastien St-Laurent have once again brought together a high-quality collection of cutting-edge techniques for advanced GPU programming. With contributions by more than 50 experts, *GPU Pro3: Advanced Rendering Techniques* covers battle-tested tips and tricks for creating interesting geometry, realistic shading, real-time global illumination, and high-quality shadows, for optimizing 3D engines, and for taking advantage of the advanced power of the GPGPU. Sample programs and source code are available for download on the book's CRC Press web page.

Advanced Topics in Database Research is a series of books on the fields of database, software engineering, and systems analysis and design. They feature the latest research ideas and topics on how to enhance current database systems, improve information storage, refine existing database models, and develop advanced applications. Advanced Topics in Database Research, Volume 5 is a part of this series. Advanced Topics in Database Research, Volume 5 presents the latest research ideas and topics on database systems and applications, and provides insights into important developments in the field of database and database management. This book describes the capabilities and features of new technologies and methodologies, and presents state-of-the-art research ideas, with an emphasis on theoretical issues regarding databases and database management.

Information retrieval (IR) is a complex human activity supported by sophisticated systems. Information science has contributed much to the design and evaluation of previous generations of IR system development and to our general understanding of how such systems should be designed and yet, due to the increasing success and diversity of IR systems, many recent textbooks concentrate on IR systems themselves and ignore the human side of searching for information. This book is the first text to provide an information science perspective on IR. Unique in its scope, the book covers the whole spectrum of information retrieval, including: history and background information behaviour and seeking task-based information searching and retrieval approaches to investigating information interaction and behaviour information representation access models evaluation interfaces for IR interactive techniques web retrieval, ranking and personalization recommendation, collaboration and social search multimedia: interfaces and access. Readership: Senior undergraduates and masters' level students of all information and library studies courses and practising LIS professionals who need to better appreciate how IR systems are designed, implemented and evaluated.

Lists over 3,700 graduate programs in 37 disciplines in the biological sciences Peterson's Graduate Programs in Engineering & Applied Sciences 2012 contains a wealth of information on accredited institutions offering graduate degree programs in these fields. Up-to-date data, collected through Peterson's Annual Survey of Graduate and Professional Institutions, provides valuable information on degree offerings, professional accreditation, jointly offered degrees, part-time and evening/weekend programs, postbaccalaureate distance degrees, faculty, students, requirements, expenses, financial support, faculty research, and unit head and application contact information. There are helpful links to in-depth descriptions about a specific graduate program or department, faculty members and their research, and more. There are also valuable articles on financial assistance, the graduate admissions process, advice for international and minority students, and facts about accreditation, with a current list of accrediting agencies.

Peterson's Graduate Programs in Computer Science & Information Technology, Electrical & Computer Engineering, and Energy & Power Engineering 2011 Sections 8-10 of 20 Peterson's

Provides a systematic collection on post-mining, summarization and presentation of association rules, and new forms of association rules.

NTA/UGC-NET/JRF COMPUTER SCIENCE & APPLICATIONS SOLVED PAPERS

### WITH NOTES

"This book looks at theory, design, implementation, analysis, and application of handheld computing under four themes: handheld computing for mobile commerce, handheld computing research and technologies, wireless networks and handheld/mobile security, and handheld images and videos"--Provided by publisher. Cybercafes, which are places where Internet access is provided for free, provide the opportunity for people without access to the Internet, or who are traveling, to access Web mail and instant messages, read newspapers, and explore other resources of the Internet. Due to the important role Internet cafes play in facilitating access to information, there is a need for their systems to have well-installed software in order to ensure smooth service delivery. Security and Software for Cybercafes provides relevant theoretical frameworks and current empirical research findings on the security measures and software necessary for cybercafes, offering information technology professionals, scholars, researchers, and educators detailed knowledge and understanding of this innovative and leading-edge issue, both in industrialized and developing countries.

As information technology continues to advance in massive increments, the bank of information available from personal, financial, and business electronic transactions and all other electronic documentation and data storage is growing at an exponential rate. With this wealth of information comes the opportunity and necessity to utilize this information to maintain competitive advantage and process information effectively in real-world situations. Data Mining and Knowledge Discovery Technologies presents researchers and practitioners in fields such as knowledge management, information science, Web engineering, and medical informatics, with comprehensive, innovative research on data mining methods, structures, tools, and methods, the knowledge discovery process, and data marts, among many other cutting-edge topics.

The field of data mining is receiving significant attention in today's information-rich society, where data is available from different sources and formats, in large volumes, and no longer constitutes a bottleneck for knowledge acquisition. This rich information has paved the way for novel areas of research, particularly in the crime data analysis realm. Data Mining Trends and Applications in Criminal Science and Investigations presents scientific concepts and frameworks of data mining and analytics implementation and uses across various domains, such as public safety, criminal investigations, intrusion detection, crime scene analysis, and suspect modeling. Exploring the diverse ways that data is revolutionizing the field of criminal science, this publication meets the research needs of law enforcement professionals, data analysts, investigators, researchers, and graduate-level students.

The open access volume LNCS 11739 constitutes the proceedings of the 9th International Workshop on Socio-Technical Aspects in Security, STAST 2019, held in Luxembourg, in September 2019. The total of 9 full papers together with 1 short paper was carefully reviewed and selected from 28 submissions. The papers were organized in topical sections named as follows: Methods for Socio-Technical Systems focused on instruments, frameworks and reflections on research methodology and also System Security considered security analyses and attacks on security systems. Finally, Privacy Control incorporated works on privacy protection and control as well as human factors in relation to these topics.

Interfaces within computers, computing, and programming are consistently evolving and continue to be relevant to computer science as it progresses. Advancements in human-computer interactions, their aesthetic appeal, ease of use, and learnability are made possible due to the creation of user interfaces and result in further growth in science, aesthetics, and practical applications. *Interface Support for Creativity, Productivity, and Expression in Computer Graphics* is a collection of innovative research on usability, the apps humans use, and their sensory environment. While highlighting topics such as image datasets, augmented reality, and visual storytelling, this book is ideally designed for researchers, academicians, graphic designers, programmers, software developers, educators, multimedia specialists, and students seeking current research on uniting digital content with the physicality of the device through applications, thus addressing sensory perception.

Activities in data warehousing and mining are constantly emerging. Data mining methods, algorithms, online analytical processes, data mart and practical issues consistently evolve, providing a challenge for professionals in the field. *Research and Trends in Data Mining Technologies and Applications* focuses on the integration between the fields of data warehousing and data mining, with emphasis on the applicability to real-world problems. This book provides an international perspective, highlighting solutions to some of researchers' toughest challenges. Developments in the knowledge discovery process, data models, structures, and design serve as answers and solutions to these emerging challenges.

This book constitutes the refereed proceedings of the 47th Annual Conference of the Southern African Computer Lecturers' Association on ICT Education, SACLA 2018, held in Gordon's Bay, South Africa, in June 2018. The 23 revised full papers presented together with an extended abstract of a keynote paper were carefully reviewed and selected from 79 submissions. The papers are organized in topical sections: playfulness, media and classrooms, academia and careers, teaching programming, adaptation and learning, teamwork and projects, learning systems, topic teaching.

This title provides a forum where expert insights are presented on the subject of linking three current phenomena: software evolution, UML and XML.

*The Video Game Theory Reader 2* picks up where the first *Video Game Theory Reader* (Routledge, 2003) left off, with a group of leading scholars turning their attention to next-generation platforms—the Nintendo Wii, the PlayStation 3, the Xbox 360—and to new issues in the rapidly expanding field of video games studies. The contributors are some of the most renowned scholars working on video games today including Henry Jenkins, Jesper Juul, Eric Zimmerman, and Mia Consalvo. While the first volume had a strong focus on early video games, this volume also addresses more contemporary issues such as convergence and MMORPGs. The volume concludes with an appendix of nearly 40 ideas and concepts from a variety of theories and disciplines that have been usefully and insightfully applied to the study of video games.

*Handbook of Research on E-Learning Standards and Interoperability: Frameworks and Issues* promotes the discussion of specific solutions for increasing the interoperability of standalone and Web-based educational tools. This book investigates issues arising from the deployment of learning standards and provides relevant theoretical frameworks and leading empirical research findings. Chapters presented in this work are suitable for practitioners and researchers in the area of educational technology with a focus on content reusability and interoperability.

Introduces the reader to the world of spatial databases, and related subtopics. The broad

range of topics includes spatial data modelling, indexing of spatial and spatiotemporal objects, data mining and knowledge discovery in spatial and spatiotemporal management issues and query processing for moving objects.

As organizations, businesses, and other institutions work to move forward during a new era of ubiquitous modern technology, new computing and technology implementation strategies are necessary to harness the shared knowledge of individuals to advance their organizations as a whole. *Intelligent and Knowledge-Based Computing for Business and Organizational Advancements* examines the emerging computing paradigm of Collective Intelligence (CI). The global contributions contained in this publication will prove to be essential to both researchers and practitioners in the computer and information science communities as these populations move toward a new period of fully technology-integrated business.

Peterson's Graduate Programs in Engineering & Applied Sciences contains a wealth of information on colleges and universities that offer graduate degrees in the fields of Aerospace/Aeronautical Engineering; Agricultural Engineering & Bioengineering; Architectural Engineering, Biomedical Engineering & Biotechnology; Chemical Engineering; Civil & Environmental Engineering; Computer Science & Information Technology; Electrical & Computer Engineering; Energy & Power engineering; Engineering Design; Engineering Physics; Geological, Mineral/Mining, and Petroleum Engineering; Industrial Engineering; Management of Engineering & Technology; Materials Sciences & Engineering; Mechanical Engineering & Mechanics; Ocean Engineering; Paper & Textile Engineering; and Telecommunications. Up-to-date data, collected through Peterson's Annual Survey of Graduate and Professional Institutions, provides valuable information on degree offerings, professional accreditation, jointly offered degrees, part-time and evening/weekend programs, postbaccalaureate distance degrees, faculty, students, degree requirements, entrance requirements, expenses, financial support, faculty research, and unit head and application contact information. As an added bonus, readers will find a helpful "See Close-Up" link to in-depth program descriptions written by some of these institutions. These Close-Ups offer detailed information about the specific program or department, faculty members and their research, and links to the program Web site. In addition, there are valuable articles on financial assistance and support at the graduate level and the graduate admissions process, with special advice for international and minority students. Another article discusses important facts about accreditation and provides a current list of accrediting agencies.

"This book charts the new ground broken by researchers exploring software science as it interacts with computational intelligence"--

"Detailing the functions, issues and trends of service composition, this book offers the most relevant research and models pertaining to the design and maturity of semantic use"--Provided by publisher.

Peterson's Graduate Programs in Computer Science & Information Technology, Electrical & Computer Engineering, and Energy & Power Engineering contains a wealth of information on colleges and universities that offer graduate work these exciting fields. The profiled institutions include those in the United States, Canada and abroad that are accredited by U.S. accrediting bodies. Up-to-date data, collected through Peterson's Annual Survey of Graduate and Professional Institutions, provides valuable information on degree offerings, professional accreditation, jointly offered degrees, part-time and evening/weekend programs, postbaccalaureate distance degrees, faculty, students, degree requirements, entrance requirements, expenses, financial support, faculty research, and unit head and application contact information. Readers will find helpful links to in-depth descriptions that offer additional detailed information about a specific program or department, faculty members and their research, and much more. In

addition, there are valuable articles on financial assistance, the graduate admissions process, advice for international and minority students, and facts about accreditation, with a current list of accrediting agencies.

"The speed with which companies are bringing new software products to market is having a serious impact on information technology use in organizations. As vendors release new software products, customers are faced with the prospect of upgrading to the new software. If not managed properly, the upgrade might cost inordinate amounts of money and/or curtail employee productivity. To aid IT managers, this book provides strategies for managing issues associated with the implementation of software upgrades. In addition, the book presents selected research papers which provide indepth treatment of the most critical aspects of software upgrade management"--Provided by publisher.

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