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Vaidyeswaran Rajaraman (born 1933) is an Indian engineer, academic and writer. [citation needed] known for his pioneering efforts in the field of Computer Science education in India. [1] [2] He is credited with the establishment of the first academic programme in computer science in India, which he helped initiate at the Indian Institute of Technology, Kanpur in 1965. [3]

Vaidyeswaran Rajaraman - Wikipedia

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This book is a concise and lucid introduction to computer oriented numerical methods with well-chosen graphical illustrations that give an insight into the mechanism of various methods. The book develops computational algorithms for solving non-linear algebraic equation, sets of linear equations, curve-fitting, integration, differentiation, and solving ordinary differential equations. **OUTSTANDING FEATURES** • Elementary presentation of numerical methods using computers for solving a variety of problems for students who have only basic level knowledge of mathematics. • Geometrical illustrations used to explain how numerical algorithms are evolved. • Emphasis on implementation of numerical algorithm on computers. • Detailed discussion of IEEE standard for representing floating point numbers. • Algorithms derived and presented using a simple English based structured language. • Truncation and rounding errors in numerical calculations explained. • Each chapter starts with learning goals and all methods illustrated with numerical examples. • Appendix gives pointers to open source libraries for numerical computation.

The rapid development of high speed digital computers and the increasing desire for numerical answers to applied problems have led to increased demands in the courses dealing with the methods and techniques of numerical analysis. Numerical methods have always been useful but their role in the present-day scientific research has become prominent. For example, they enable one to find the roots of transcendental equations and in solving nonlinear differential equations. Indeed, they give the solution when ordinary analytical methods fail. This well-organized and comprehensive text aims at enhancing and strengthening numerical methods concepts among students using C++ programming, a fast emerging preferred programming language among software developers. The book provides an synthesis of both theory and practice. It focuses on the core areas of numerical analysis including algebraic equations, interpolation, boundary value problem, and matrix eigenvalue problems. The mathematical concepts are supported by a number of solved examples. Extensive self-review exercises and answers are provided at the end of each chapter to help students review and reinforce the key concepts. **KEY FEATURES** : C++ programs are provided for all numerical methods discussed. More than 400 unsolved problems and 200 solved problems are included to help students test their grasp of the subject. The book is intended for undergraduate and postgraduate students of Mathematics, Engineering and Statistics. Besides, students pursuing BCA and MCA and having Numerical Methods with C++ Programming as a subject in their course will benefit from this book.

Numerical methods are powerful problem-solving tools. Techniques of these methods are capable of handling large systems of equations, nonlinearities and complicated geometries in engineering practice which are impossible to be solved analytically. Numerical methods can solve the real world problem using the C program given in this book. This well-written text explores the basic concepts of numerical methods and gives computational algorithms, flow charts and programs for solving nonlinear algebraic equations, linear equations, curve fitting, integration, differentiation and differential equations. The book is intended for students of B.E. and B.Tech as well as for students of B.Sc. (Mathematics and Physics). **KEY FEATURES** Gives clear and precise exposition of modern numerical methods. Provides mathematical derivation for each method to build the student's understanding of numerical analysis. Presents C programs for each method to help students to implement the method in a programming language. Includes several solved examples to illustrate the concepts. Contains exercises with answers for practice.

his textbook is designed to teach a first course in Information Technology (IT) to all undergraduate students. In view of the all-pervasive nature of IT in today's world a decision has been taken by many universities to introduce IT as a compulsory core course to all Bachelor's degree students regardless of their specialisation. This book is intended for such a course. The approach taken in this book is to emphasize the fundamental "Science" of Information Technology rather than a cook book of skills. Skills can be learnt easily by practice with a computer and by using instructions given in simple web lessons that have been cited in the References. The book defines Information Technology as the technology that is used to acquire, store, organize, process and disseminate processed data, namely, information. The unique aspect of the book is to examine processing all types of data: numbers, text, images, audio and video data. As IT is a rapidly changing field, we have taken the approach to emphasize reasonably stable, fundamental concepts on which the technology is built. A unique feature of the book is the discussion of topics such as image, audio and video compression technologies from first principles. We have also described the latest technologies such as 'e-wallets' and 'cloud computing'. The book is suitable for all Bachelor's degree students in Science, Arts, Computer Applications, and Commerce. It is also useful for general reading to learn about IT and its latest trends. Those who are curious to know, the principles used to design jpg, mp3 and mpeg4 compression, the image formats—bmp, tiff, gif, png, and jpg, search engines, payment systems such as BHIM and Paytm, and cloud computing, to mention a few of the technologies discussed, will find this book useful. **KEY FEATURES** • Provides comprehensive coverage of all basic concepts of IT from first principles • Explains acquisition, compression, storage, organization, processing and dis-semination of multimedia data • Simple explanation of mp3, jpg, and mpeg4 compression • Explains how computer networks and the Internet work and their applications • Covers business data processing, World Wide Web, e-commerce, and IT laws • Discusses social impacts of IT and career opportunities in IT and IT enabled services • Designed for self-study with every chapter starting with learning objectives and concluding with a comprehensive summary and a large number of exercises.

This text presents numerical analysis in an easy and lucid manner requiring no prior knowledge of computer programming or intricacies of mathematics using MS-EXCEL 2000 through built in functions of MS-Excel depicting with ease various analysis. The analysis used can also be done using earlier versions of MS-Excel. The majority of numerical analysis needs fall into the curve fitting, interpolation, solutions of equations, integration methods. For these Excel's features provide a very easy and inexpensive way to get the job done.

Introduces the fundamentals of BASIC, FORTRAN and C++ language using the concepts of Chemistry. This book includes an account of various statements input/output, format, control (if - then - else, go to, do loops and more has been illustrated by various examples.

"There are few books that show how to build programs of any kind. One common theme is compiler building, and there are shelves full of them. There are few others. It's an area, or a void, that needs filling. This book does a great job of showing how to build numerical analysis programs." -David N. Smith, IBM T J Watson Research Center Numerical methods naturally lend themselves to an object-oriented approach. Mathematics builds high-level ideas on top of previously described, simpler ones. Once a property is demonstrated for a given concept, it can be applied to any new concept sharing the same premise as the original one, similar to the ideas of reuse and inheritance in object-oriented (OO) methodology. Few books on numerical methods teach developers much about designing and building good code. Good computing routines are problem-specific. Insight and understanding are what is needed, rather than just recipes and black box routines. Developers need the ability to construct new programs for different applications. Object-Oriented Implementation of Numerical Methods reveals a complete OO design methodology in a clear and systematic way. Each method is presented in a consistent format, beginning with a short explanation and following with a description of the general OO architecture for the algorithm. Next, the code implementations are discussed and presented along with real-world examples that the author, an experienced software engineer, has used in a variety of commercial applications. Features: Reveals the design methodology behind the code, including design patterns where appropriate, rather than just presenting canned solutions. Implements all methods side by side in both Java and Smalltalk. This contrast can significantly enhance your understanding of the nature of OO programming languages. Provides a step-by-step pathway to new object-oriented techniques for programmers familiar with using procedural languages such as C or Fortran for numerical methods. Includes a chapter on data mining, a key application of numerical methods.

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