

SPRING/SUMMER 2012



SCIENCE AND MEDICINE

TECHNOLOGY AND COMPUTING

ENGINEERING

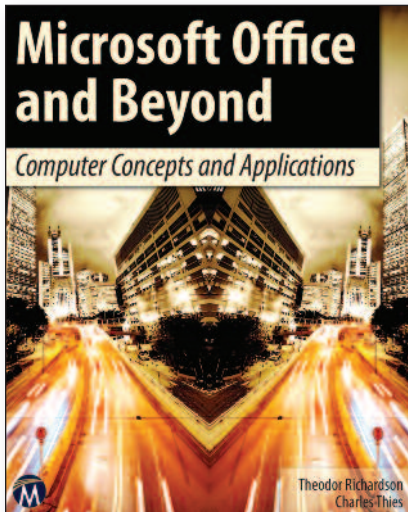
MATHEMATICS



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AUGUST 2011

Paperback with DVD US \$79.95

ISBN: 978-1-936420-29-2

600 pages 8 x 10

Computers/ Office Software



MICROSOFT® OFFICE® AND BEYOND

Computer Concepts and Applications

NEW!

Theodor Richardson and Charles Thies

This book is a companion for students and novices to begin working within the computing environment and the tasks associated with productivity software that will be used throughout their education and professional careers. Designed to primarily address the Windows operating system and the 2010 Microsoft Office application suite, it also includes instructions for students using OpenOffice and MacOS platforms

The focus of this text is to provide new students and those with some experience with the skills needed to proficiently discuss essential computer concepts, navigate and conduct basic tasks using an operating system, and develop files using basic productivity applications. Video tutorials on the DVD will support each chapter by demonstrating the principles presented.

- Designed to address the Windows operating system and the 2010 Microsoft Office application suite
- Integrates the use of both MacOS and OpenOffice into the text to describe the respective concepts in Windows and Microsoft Office
- Includes 4-color design with supplementary video tutorials
- Covers the topic of interoperability of the software packages throughout the text
- Numerous instructor supplements available upon adoption
- Includes a comprehensive DVD with project files, tips, figures, and shortcuts

Brief Table of Contents:

I: The Computer Environment. 1.Introduction to Computer Concepts 2. Using the Computing Environment 3.Working with the Web 4. Microsoft Outlook and Email Clients. II: Word Processing and Microsoft Word 5. Introduction to Word 6. Developing and Editing Documents 7. Advanced Features. III: Presentation Software and Microsoft PowerPoint 8. Introduction to PowerPoint 9. Creating Presentations 10. Advanced Features. IV: Spreadsheet Software and Microsoft Excel 11. Introduction to Excel 12. Developing a Worksheet 13. Formulas, Functions and the What-If Analysis 14.Advanced Features. V: Database Software and Microsoft Access 15. Introduction to Databases 16. Developing a Database 17. Queries and Maintaining the Database. Appendices. A. OS Scripting B. Programming in Excel and Access.

THEODOR RICHARDSON is the Online Program Director and Interim Chair for the Information Technology Department at a private university. He earned his Ph.D. in Computer Science and Engineering with a concentration in multimedia and image processing. Charles Thies has a successful track record as an IT executive in business and with the Department of Defense, and is currently an instructor at Tulane University.

BUSINESS INTELLIGENCE & DATA WAREHOUSING SIMPLIFIED

500 Questions, Answers, & Tips

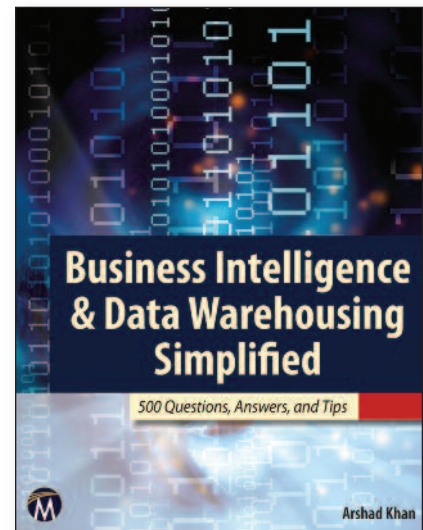
Arshad Khan

This book targets business and IT professionals who need an introduction to business intelligence and data warehousing through a simple question/answer format. Organized into 30 chapters, each on a different topic, the book contains approximately 500 questions with answers and tips.

Topics include evolution and fundamentals, characteristics and process, architecture and objects, metadata, data conversion, ETL, data storage, infrastructure, data access, data marts, implementation approaches, planning, design, Inmon vs. Kimball, multi-dimensionality, OLAP, facts and dimensions, common mistakes and tips, etc. The book can also be used as a supplemental textbook, for various data warehousing/business intelligence courses.

ARSHAD KHAN, who has over a dozen books to his credit, has consulted for major corporations on data warehousing and business intelligence. He has taught several university courses and currently teaches the business intelligence course at University of California, Santa Cruz. Mr. Khan has a graduate degree in chemical engineering as well as an MBA.

NEW!



OCTOBER 2011

Paperback US \$35.95

ISBN: 978-1-936420-32-2

250 pages 6 x 9

Computers/ Business Intelligence



HTML5 CANVAS AND CSS3 GRAPHICS PRIMER

Oswald Campesato

This book covers the features of HTML5 Canvas, CSS3 graphics, and shows how you can extend the power of CSS3 with SVG. The material in this book is accessible to people who have limited knowledge of HTML and JavaScript. Companion DVD with source code and graphics.

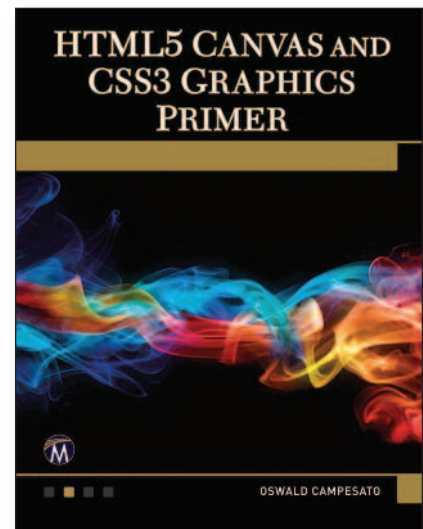
While the material is accessible to those with limited knowledge of HTML and JavaScript, more advanced users will benefit from numerous graphics techniques. The book also includes illustrative code samples and illustrations that are useful for Web developers and SVG/Flash/Silverlight developers. You'll see examples that help you learn to do the following in HTML5 Canvas, CSS3, and SVG: render Bezier curves, apply colors and gradients, transform 2D shapes and JPG files, perform animation effects, create 2D/3D bar charts and line graphs, handle mouse events, render HTML5/CSS3/SVG pages in Android, and learn the mechanics of a Tic-tac-toe game. A companion DVD contains all the source code and color graphics from the book.

Brief Table of Contents:

1: Features of HTML5. 2: CSS3 Graphics and Animation Effects. 3: CSS3 and SVG. 4: Basic Canvas Shapes. 5: Gradient Effects in Canvas. 6: Circles and Bezier Curves in Canvas. 7: Transformations in Canvas. 8: Mouse Events in Canvas. 9: Animation Effects in Canvas. 10: Charts and Graphs in Canvas. 11: Android and HTML5/CSS3/SVG. Appendix A. CSS Introduction. Appendix B. SVG Introduction.

OSWALD CAMPESATO is an independent consultant who specializes in Perl, Java, and Web application development in conjunction with Open Source projects. He is the author of several books including *Web 2.0 Fundamentals* (JB Learning).

NEW!



JANUARY 2012

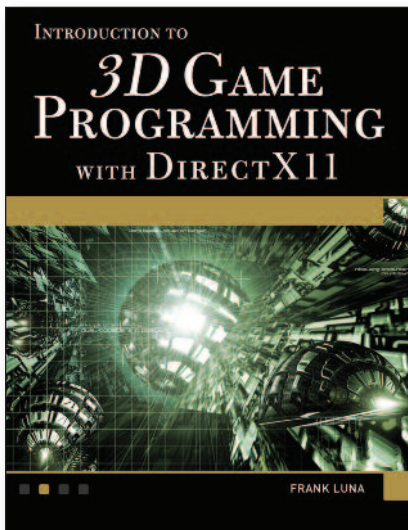
Paperback with DVD \$39.95

ISBN: 978-1-936420-34-6

400 pages 7 x 10

Computers/ Graphics



**MARCH 2012**

Paperback with CD-ROM US \$49.95

ISBN: 978-1-936420-22-3

600 pages 7 x 9

Computers/ Game Programming

INTRODUCTION TO 3D GAME PROGRAMMING WITH DIRECTX 11

Frank Luna

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11.

The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures.

Brief Table of Contents:

1 Part I — Mathematical Prerequisites. Vector Algebra. Matrix Algebra. Transformations. Part II — Direct3D Foundations. Direct3D Initialization. The Rendering Pipeline. Lighting. Texturing. Blending. Stenciling. The Geometry Shader. The Hardware Tessellation Shaders. The Compute Shader. Part III — Direct3D Topics. Ambient Occlusion. Cube Mapping. Normal Mapping. Shadow Mapping. Cascaded Shadow Maps. Meshes. Quaternions. Character Animation. Picking. Volume Rendering. Terrain Rendering. Atmospheric Scattering and Cloud Rendering. Particle Systems and Stream Output. Appendices. Introduction to Windows Programming. High-Level Shading Language Reference. Some Analytic Geometry

FRANK D. LUNA is a software engineer for medical devices. He has been programming interactive 3D graphics for more than ten years and has been using DirectX since v5. He is the author of three bestselling books on DirectX and lives in San Diego.

KEYBOARDING AND BEYOND

Introductory Typing and Word Processing

Theodor Richardson and Charles Thies

NEW!

This text explores the concepts of introductory keyboarding and word processing in the computing environment.

Covering both the Windows and Mac OS, the strategy for this text is to introduce proper typing positioning through the key addition method. The book includes drill lessons to support each chapter and companion software to track speed and accuracy of typing. Web browser-based software enables access to practice drills and tutorials. Completing the text will provide the student with skills in typing on the full computer keyboard as well as an understanding of common software applications including word processing and data entry.

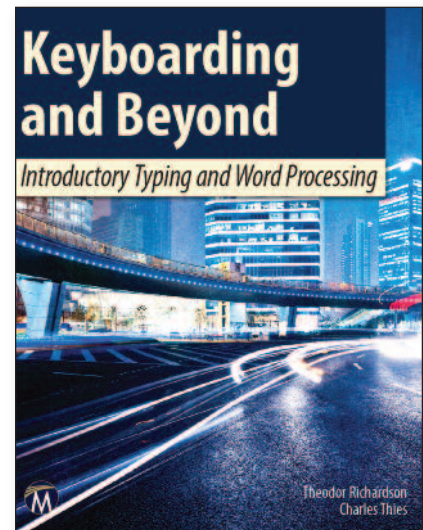
Features:

- Contains visual instructions for proper keyboard hand positions and key additions
- Shows complete details on how to enter text in word processing and spreadsheet applications (on both Windows and Macintosh operating system platforms)
- Includes hands-on activities and guided instruction that allow you to practice as you learn and demonstrate mastery of keyboarding
- Provides companion DVD with Web browser-based software to enable easy access to practice drills and tutorials

Brief Table of Contents: (tentative)

Learning the Keyboard. Alphabetic Keys and Symbols. Row Keys and Numbers. Introduction to Word Processing. Composing Documents. Combining Keyboarding and Document Creation. Data Entry and Spreadsheets. Other Applications and Best Practices. On The DVD.

THEODOR RICHARDSON is the Online Program Director and Interim Chair for the Information Technology Department at a private university. He earned his Ph.D. in Computer Science and Engineering with a concentration in multimedia and image processing. Charles Thies has a successful track record as an IT executive in business and with the Department of Defense, and is currently an instructor at Tulane University.



FEBRUARY 2012

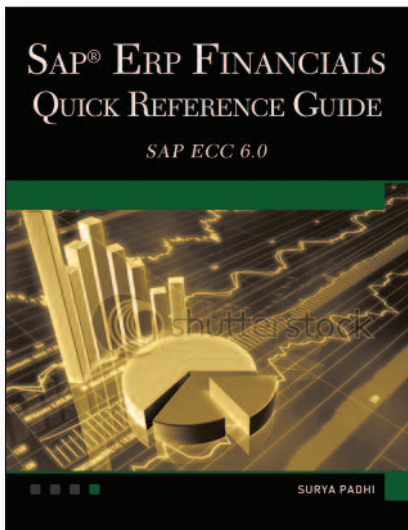
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300 pages 8 x 11

Computer/ Keyboarding/ Word Processing



**APRIL 2012**

Paperback with CD-ROM US \$49.95

ISBN: 978-1-936420-31-5

400 pages 7 x 9

Computers/ Software/ Finance/ Accounting

SAP® ERP FINANCIALS

Quick Reference Guide, SAP ECC 6.0

NEW!**Surya Padhi**

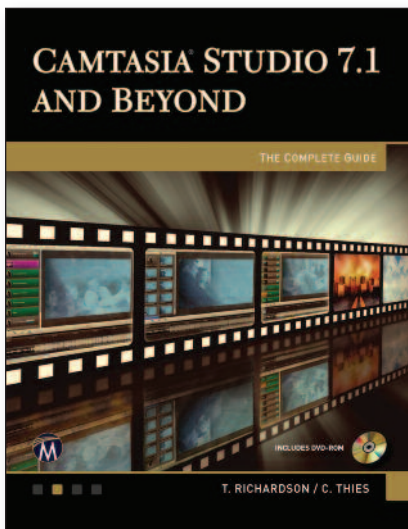
This up-to-date quick reference guides the reader through the most popular SAP module (myERP Financial 6.0).

It thoroughly covers all of the sub modules of ERP Financials, including, FICO, FSCM (MM integration), New GL functionality, SAP integration points, and Report Painter. Unlike other books that only provide questions and answers for certification preparation, this book covers both configurations and end user transactions for validating the implementation methods. A companion CD-ROM with FICO templates, short cuts, and color figures is included.

Features:

- Includes both configurations and end-user transactions for validation
- Uses a quick-reference style for finding information quickly
- Covers the latest account configurations for New GL
- Includes a CD-ROM with FICO templates, short cuts, and color figures

SURYA N. PADHI has consulted for many large corporations in the US and throughout the world. A Chartered Accountant, he has almost 20 years of work experience in finance, accounting, and information technology. He is currently an SAP consultant and has participated in numerous projects during SAP implementations.

**APRIL 2012**

Paperback with DVD US \$49.95

ISBN: 978-1-936420-33-9

600 pages 7 x 9

Computers/ Business Software

CAMTASIA STUDIO 7.1 AND BEYOND

The Complete Guide

NEW!**Theodor Richardson and Charles Thies**

This text covers all of the skills for building effective multimedia presentations to include screen-captured software based tutorials, demonstrations, and lectures using CAMTASIA and the complete line of TechSmith products for both Windows and Mac OS. Video tutorials on the companion DVD.

The strategy for this text is to introduce concepts from the ground up to include development milestones, planning the presentation based on the targeted audience, story boarding, screen captures, editing and production based on the desired project. The text also covers Snagit to create sophisticated training documents using advanced image editing features and it uses Jing to make fast video presentations that can quickly be loaded on the Web. Completing the text will provide the reader with all the skills needed towards developing an array of rich multimedia based curriculum in any educational setting.

Features:

- Includes visual snap shots to provide the learner with a step-by-step approach to each topic
- Provides complete details on how to plan and prepare video and screen captures for production (on both Windows and Macintosh operating system platforms)
- Integrates guided instruction and sample projects to provide practical experience
- Includes video tutorials on the companion DVD to support each chapter by demonstrating the principles presented

THEODOR RICHARDSON is the Online Program Director and Interim Chair for the Information Technology Department at a private university. He earned his Ph.D. in Computer Science and Engineering with a concentration in multimedia and image processing. Charles Thies has a successful track record as an IT executive in business and with the DOD, and is currently an instructor at Tulane University.

CLOUD COMPUTING WITH LINUX

NEW!
M. Tim Jones

The book provides an extensive introduction to virtualization and cloud computing from the Linux and open-source perspective (to increase its accessibility), as well as to provide the necessary information to build cloud computing systems and applications.

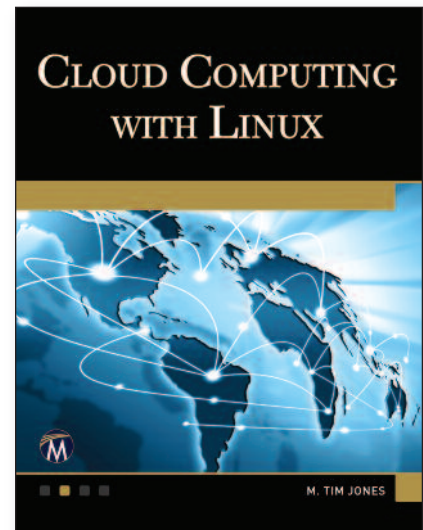
Features:

- Provides detailed coverage of virtualization from the Linux perspective, including related topics such as hypervisors, virtual machines, and device emulation
- Covers the entire ecosystem of the cloud, from the core Linux/virtualization all the way to large scale management
- Provides a practical grounding of cloud computing and storage through its exploration from Linux and the open source perspective

Table of Contents:

Part 1. Cloud Computing Introduction. The Road to the Cloud. Cloud Enablers. Conceptual Architectures for Clouds. Cloud Computing Challenges. Part 2. Virtualization and the Computing Ecosystem. Introduction to Virtualization. Linux-based Virtualization. Virtual I/O and Device Emulation. Cloud Ecosystem Management. Part 3. Cloud Computing Ecosystem. Physical Architectures for Cloud Computing. Physical Architectures for Cloud Storage. Linux, Open-Source, and the Cloud. Open Source Hypervisors and Device Models. Part 4. Inside the Public Clouds. Cloud Computing and Storage Implementations. Amazon's Elastic Compute Cloud (EC2). Google's AppEngine. Cloud Protocols. Web-Services. Part 5. Open Source Cloud Computing. Infrastructures. Application Servers. Management. Domain Specific Applications. On the Website Chapters. Installing and Using KVM.

M. TIM JONES is a widely read author in a broad variety of disciplines. He has authored seven books and over 100 articles in the last 10 years. His broad base of experience ranges from embedded development, Linux, Linux kernel, cloud computing and storage, artificial intelligence, algorithms, software architectures, protocols, storage systems, and topics in performance and reliability.


MAY 2012

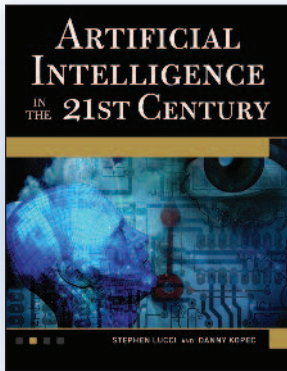
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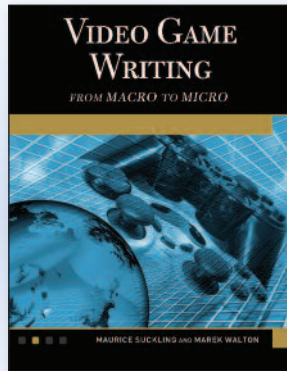
350 pages 7 x 9

Computers/ Software

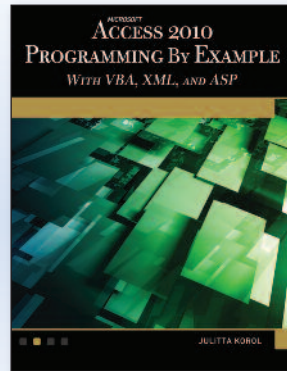

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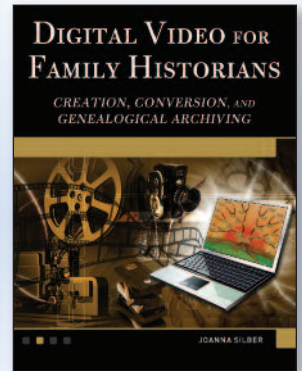
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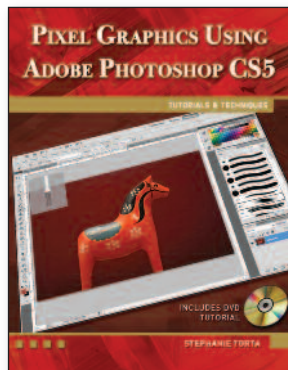
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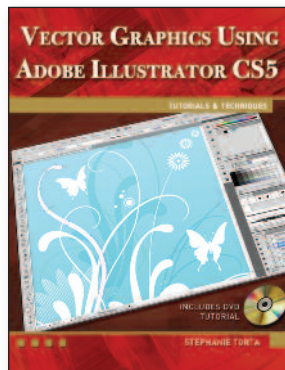
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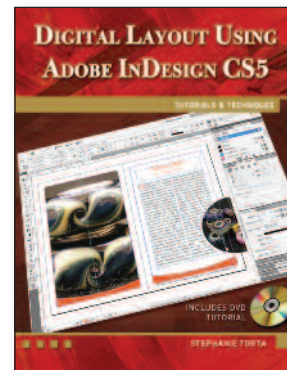
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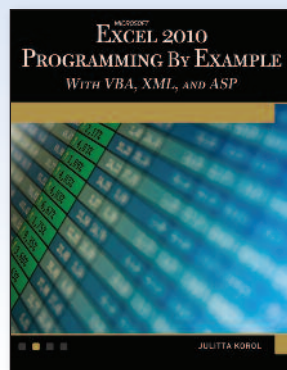
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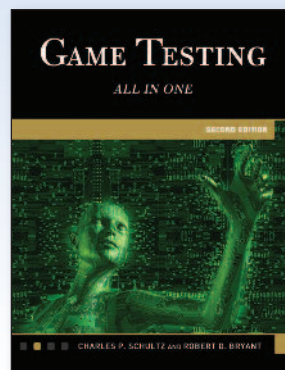
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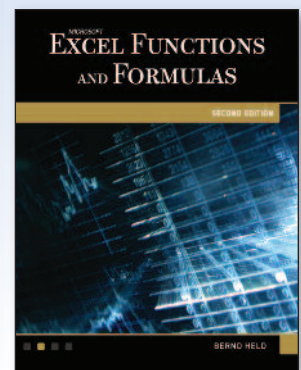
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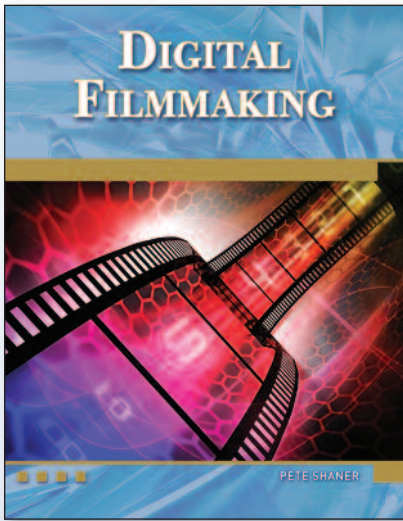
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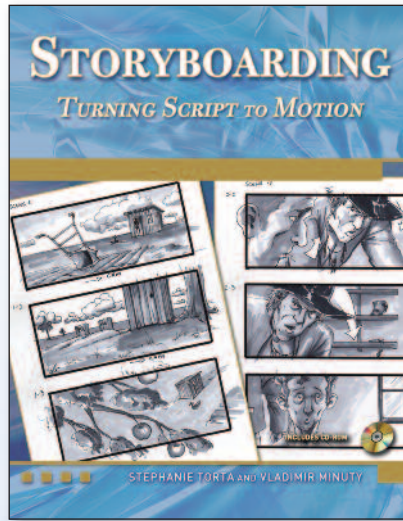
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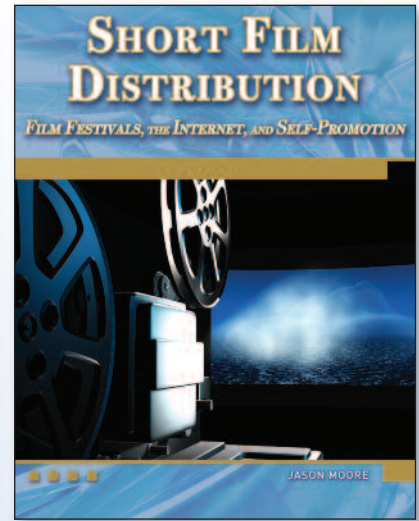
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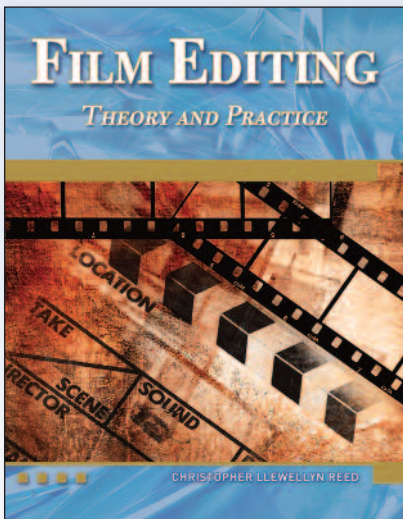
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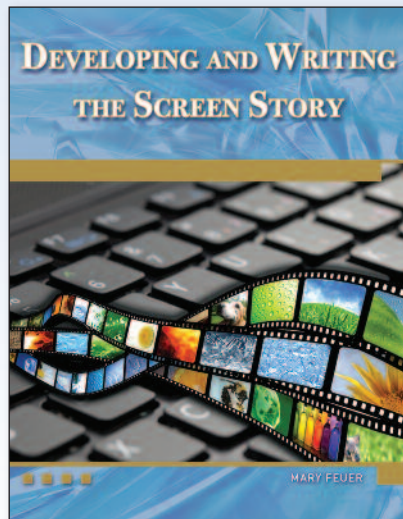
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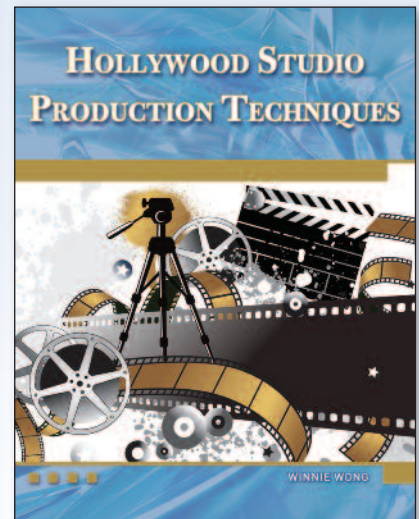
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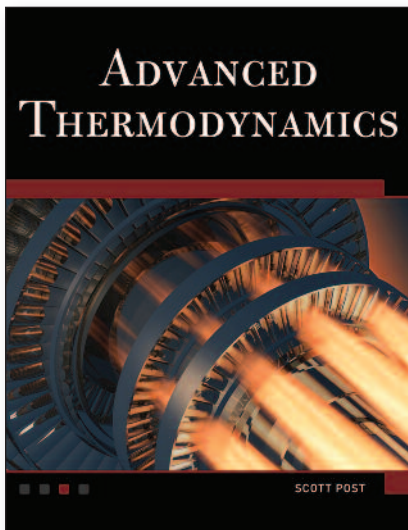
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 Winnie Wong
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**JUNE 2012**

Hardcover with CD-ROM US \$79.95 T

ISBN: 978-1-936420-27-8

500 pages 7 x 9

Science/Engineering

ADVANCED THERMODYNAMICS

Scott Post

Designed for the senior/graduate level course in thermodynamics or for use as a reference for practicing engineers, this book includes the theoretical underpinnings and derivations necessary for advanced study as well as numerous applications from industry. A companion CD-ROM with figures and MATLAB files is included.

Modern software tools, such as EXCEL and MATLAB, are used to solve mathematically challenging problems. Starting with the First and Second Laws of Thermodynamics, it shows how the principles of thermodynamics apply to engine and power plant design. Applications include combustion of traditional fossil-fuels, pollutants and their effects, and alternative energy technologies— including fuel cells, solar power, and wind power.

Features:

- Includes a companion CD-ROM with files of images, figures, property data tables, and MATLAB codes
- Uses modern applications, e.g., alternative energy technologies to reinforce concepts
- Provides classical theoretical underpinnings and derivations
- Instructor's resources available upon adoption

Brief Table of Contents:

1. Gas Power Cycles. 2. Thermodynamic Property Data. 3. Two-Phase (Steam) Power Cycles. 4. Equations of State. 5. Multi-Phase Mixtures. 6. Combustion. 7. Alternative Energy. 8. Additional Applications. 9. Statistical Thermodynamics. Appendices – A. Properties of Common Substances. B. Steam Tables. C. Property Tables for Ammonia, Hydrogen, Oxygen, Helium, and Air. D. MATLAB programs for property data. E. MATLAB codes for Cycle Simulations, Combustion and Chemical Reactions. F. Curve fit equations for property data. G. Combustion Properties for Common Fuels. H. Online Sources of Property Data. I. Conversion factors.

SCOTT POST received his PhD from Purdue University and has taught mechanical engineering at Michigan Technological University and Bradley University since 2001. He also worked at NASA's Dryden Flight Research Center. His research interests include computational fluid dynamics, high-speed photography, engines, alternative fuels, fuel sprays, turbulence, and aerodynamics.



TOPICS IN SYSTEMS ENGINEERING

NEW!

Howard Eisner

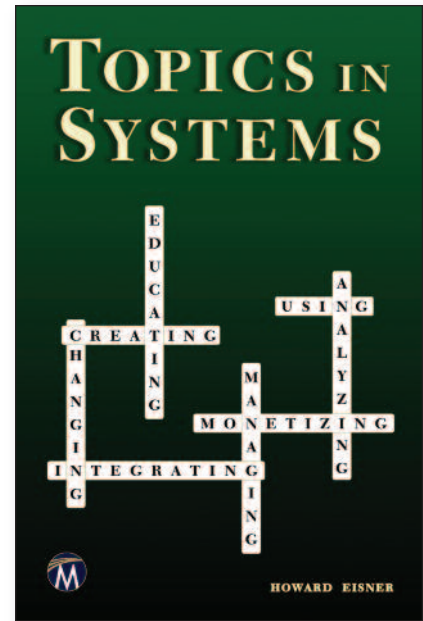
Designed for system engineers or those involved with system-based projects, this book provides a broad-stroke overview of systems-level concepts and techniques in the context of an integrated, design-oriented framework.

It focuses on the fundamentals of the systems process including lifecycle, analysis, human involvement, management, identifying system flaws, and integration. Practical suggestions for building and sustaining systems are integrated throughout the book, and "themes" from famous developers of systems have been included.

Brief Table of Contents:

Introduction. 2: Systems. 3: Engineering. 4: Systems Engineering. 5: Systems Analysis. 6: Educating. 7: Entrepreneuring. 8: The Human Element. 9: Changing and Fixing Systems. 10: Business as a System. 11: Slippages in Systems. 12: Managing Systems. 13: Integrating Systems. 14: Sustaining Systems. 15: Two Dozen Suggestions about Systems. Appendix: Systems Thinkers.

HOWARD EISNER is the Distinguished Research Professor in the School of Engineering and Applied Science at The George Washington University. Dr. Eisner has been active for many years in developing computer-aided systems and software engineering. He has written numerous articles and books, including *Computer-Aided Systems Engineering* (Prentice-Hall) that was the first in this field.



JULY 2012

Paperback US \$41.95 T

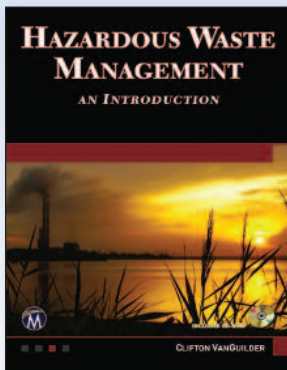
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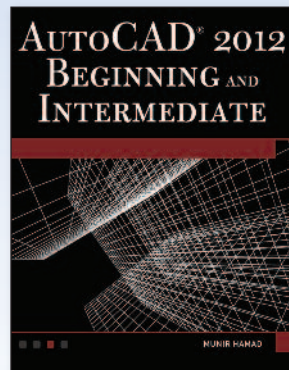
Science/ Engineering



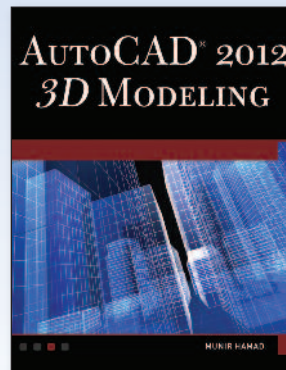
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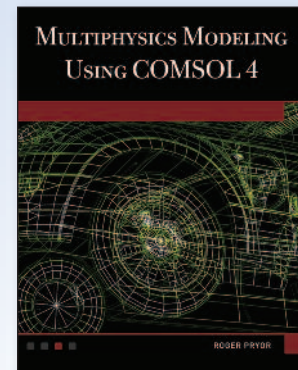
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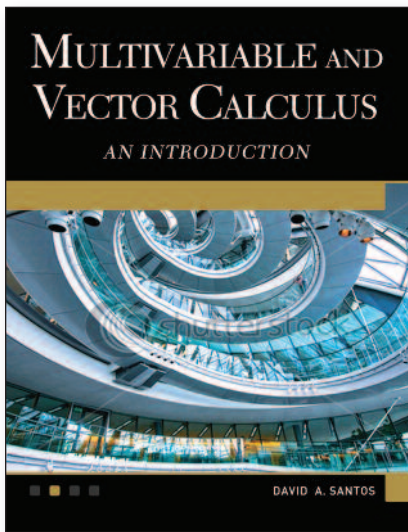
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Science/ Mathematics

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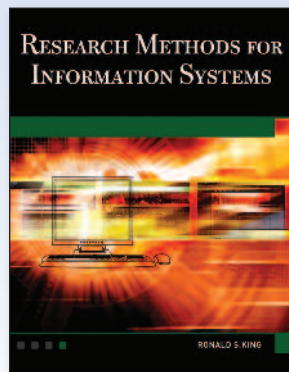
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DAVID A. SANTOS holds a PhD from the University of Michigan. His interests range from number theory, combinatorics, and algorithms to computer programming. His publications include *Probability: An Introduction* (JB Learning).

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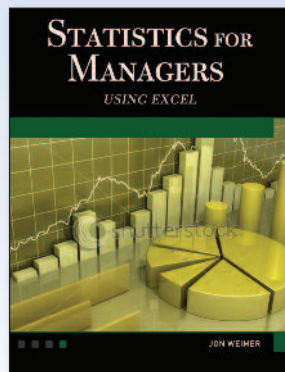
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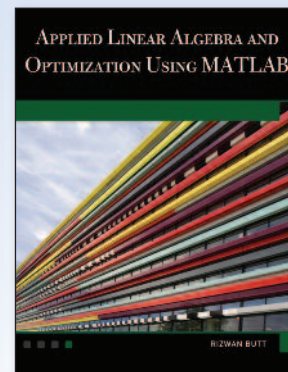
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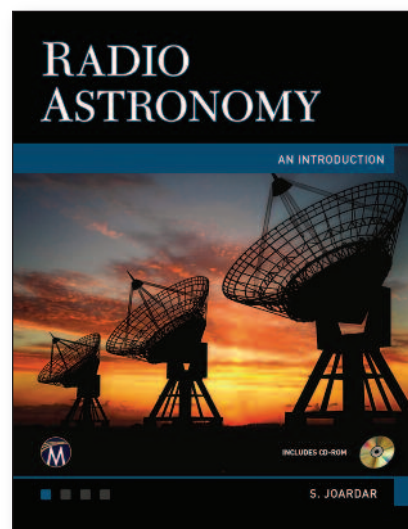
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