

---

## CONTENTS

---

1. Discrete Structures .....	3–31
2. Computer Arithmetics .....	32–67
3. Principles of Programming in C & C++ .....	69–113
4. Computer Graphics .....	114–120
5. Concepts of Database Design and SQL .....	121–140
6. Data and File Structure .....	141–157
7. Computer Networks and Transmission System .....	159–181
8. System Software and Compilers .....	182–201
9. Operating System .....	202–238
10. Concepts of Software Engineering .....	239–256
11. Current Trends and Technologies.....	257–272
12. Computer Hardware .....	1–16