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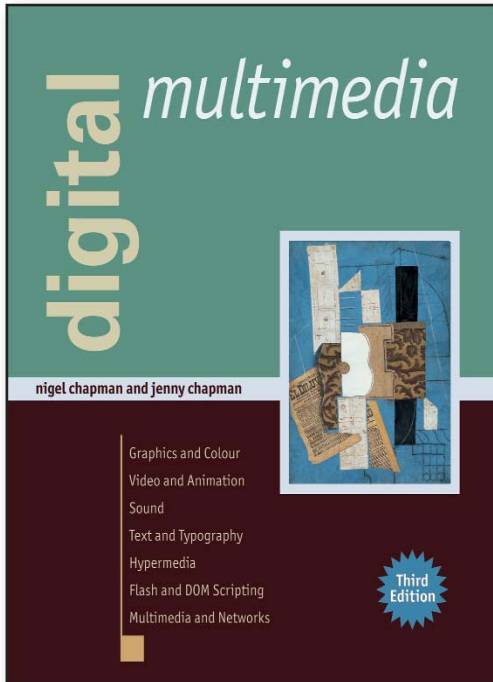
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Digital Multimedia

3rd Edition

NIGEL CHAPMAN & JENNY CHAPMAN, Edinburgh, Scotland.

This bestselling foundation text in multimedia is a comprehensive resource which covers the basic principles of each media type – text, graphics, audio, animation and video.

Digital Multimedia 3e is a new, full colour edition of a best-selling resource. It not only covers each media type; it describes their digitization, and discusses the issues that arise when media are combined. This edition includes completely revised and re-written pedagogy which takes account of substantial instructor feedback, as well as market research and development on other Chapman titles. There is also a web/Flash emphasis and proper coverage of MPEG4 and DVD in line with current technology trends.

Features:

- Platform independent – all the major media software authoring packages are surveyed and examples run on PCs and Macs.
- The companion Web site features projects, examples, demonstrations, practical hints for creating multimedia, links to technical resources and links to other sites of interest, and hints and solutions to selected exercises.
- New revision and test questions and answers included, along with new practical exercises and discussion topics.
- Significantly revised coverage of colour, video, animation, hypertext and hypermedia, design principles and scripting and interactivity.
- New revision and test questions and answers included, along with new practical exercises and discussion topics.
- Book revised in light of technological developments and recent thinking about accessibility. Good coverage of XHTML and XML.

Contents: 1 Web Experiences. 2 Web Technology. 3 Markup. 4 Stylesheets. 5 Web Graphics. 6 Time-Based Media. 7 DOM Scripting. 8 Web Applications. 9 Web Accessibility. 10 Web Page Design. 11 Web Site Design. Appendix A Software for Web Designers. Appendix B XML Namespaces. Index.

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Also Available:



Digital Media Tools, 3rd Edition by NIGEL CHAPMAN & JENNY CHAPMAN, Edinburgh, Scotland.
9780470012277 • 536pp • October 2007 • Pb
£34.99/€47.30

Web Design: A Complete Introduction by NIGEL CHAPMAN & JENNY CHAPMAN, Edinburgh, Scotland.
9780470060896 • 692pp • October 2006 • Pb
£34.99/€47.30

WEB PROGRAMMING & DEVELOPMENT



9780470518601 • 424pp
June 2009 • Pb • £34.99/€47.30

Also Available:



Web Programming:
Building Internet Applications,
3rd Edition by BATES
9780470017753 • 678pp
June 2006 • Pb • £31.99/€43.20

Web Application Architecture: Principles, Protocols and Practices

2nd Edition

LEON SHKLAR, Dow Jones and Company, RICH ROSEN, Tribeca Software.

This book provides an in-depth examination of the core concepts and general principles of web application development, using examples from specific technologies. This conceptual knowledge is critical when designing and debugging complex systems, and makes it easier to learn the new application programming interfaces (APIs) that arise in the rapidly changing Internet environment. The book is written by two respected authors, especially admired in the US.

Features:

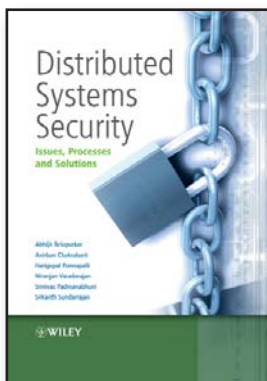
- Covering a range of new technologies, including Ruby on Rails, Spring and service-oriented architecture.
- Split into three sections:
- HTTP protocol as a foundation for web applications;
- Discussion of markup languages such as HTML, XML and CSS;
- Survey of emerging technologies.

Contents: 1 Preface. 2 Core Protocols. 3 HTTP and the Web. 4 HTML and its Roots. 4 XML Languages and Applications. 5 Web Servers. 6 Web Browsers. 7 Active Browser Pages From JavaScript to AJAX. 8 Web Application Development. 9 Approaches and Platforms. 10 Application Primer: Virtual Realty Listing Services. 11 Application Primer take 2: Ruby on Rails. 12 Search. 13 Trends & Directions Conclusions

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COMPUTER SECURITY



9780470519882 • 328pp
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Distributed Systems Security: Issues, Processes and Solutions

First Edition

ABHIJIT BELAPURKAR, ANIRBAN CHAKRABARTI, HARIGOPAL K.B PONNAPALLI,
NIRANJANA IYENFAR VARADHARAJAN, Infosys Technologies Ltd, SRINIVAS PADMANABHUNI and
SRIKANTH SUNDARRAJAN.

Shows how to solve the security issues and problems created in distributed systems.

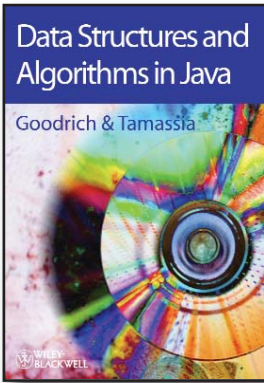
Features:

- Presents an overview of distributed systems security issues, including threats, trends, standards and solutions.
- Discusses threats and vulnerabilities in different layers namely the host, infrastructure, application, and service layer to provide a holistic and practical, contemporary view of enterprise architectures.
- Provides practical insights into developing current-day distributed systems security using realistic case studies.

Contents: 1 Introduction. 2 Security Engineering. 3 Common Security Issues and Technologies. 4 Host level Threats and Vulnerabilities. 5 Infrastructure Level Threats & Vulnerabilities. 6 Application Level Vulnerabilities and Attacks. 7 Service Level Issues, Threats and Vulnerabilities. 8 Host level Solutions. 9 Infrastructure Level Solutions. 10 Application Level Solutions. 11 Service Level Solutions. 12 Case Study – Compliance in Financial Services. 13 Case Study of Grid. 14 Future directions and Conclusions

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Data Structures and Algorithms in Java

5th Edition

MICHAEL T. GOODRICH, Johns Hopkins University, ROBERTO TAMASSIA, Brown University.

Accessible coverage of fundamental data structures using a consistent object-oriented framework.

Now revised to reflect the innovations of Java 5.0, Goodrich and Tamassia's Fifth Edition of *Data Structures and Algorithms in Java*, continues to offer accessible coverage of fundamental data structures, using a consistent object-oriented framework. The authors provide intuition, description, and analysis of fundamental data structures and algorithms. Numerous illustrations, web-based animations, and simplified mathematical analyses justify important analytical concepts.

Features:

- A robust set of end-of-chapter problems arranged by purpose. *Reinforcement* problems assess understanding; *Creativity* problems require students to apply concepts to writing classes (portions of a program); *Project* problems require students to write entire programs.
- Online animations and an effective in-text art program illustrate data structures and algorithms in a clear, visual manner.
- **Integration With WileyPLUS:** A robust WileyPLUS course includes media-enriched Powerpoint slides which include links to interactive animations of data structures and algorithms. There are also 10 complete projects which provide graphical user interface software to which students then add data structure and algorithm implementations to complete. The Java applet visualizations from previous editions will be moved into WileyPLUS.
- **Additional Figures:** Topics and their mathematical analysis are presented as visually as possible without sacrificing the rigor or content.
- **Increased and Updated Examples:** Student-motivating topics such as Internet, Biology, Medicine, Science and Engineering, Business and Finance, Sports, Entertainment and Community Service are used as examples to draw students into the material.

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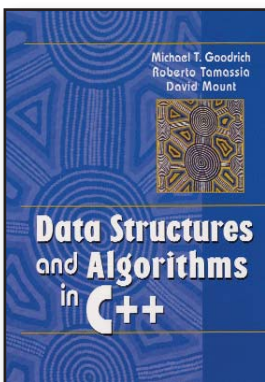
www.wileyeurope.com/college/goodrich

9780470398807 • 720pp
May 2009 • Pb • £35.95/€48.60

Also Available:



Objects, Abstraction, Data Structures and Design Using Java Version 5.0 by KOFFMAN, WOLFGANG
9780471692645 • 880pp
December 2004 • Pb
£77.50/€93.60



Data Structures and Algorithms in C++

2nd Edition

MICHAEL T. GOODRICH, Johns Hopkins University, ROBERTO TAMASSIA, Brown University, DAVID M. MOUNT, University of Maryland.

Presents a consistent object-oriented perspective.

The 2e offers an innovative approach to fundamental data structures and algorithms. The text incorporates the object-oriented design paradigm using C++ as the implementation language, while also providing intuition and analysis of fundamental algorithms. The authors' highly visual approach and extensive suite of web-based learning and teaching tools give students the opportunity visualize key analytic concepts, learn about the most recent insights in the field, and do data structure design.

Features:

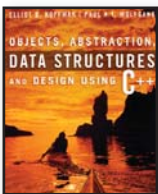
- Presents a consistent object-oriented perspective.
- Reinforcement problems assess understanding; creativity problems require students to apply concepts to writing classes (portions of a program); projects require students to write entire programs.
- "Visual Proofs" helps students better understand complex analytic concepts.

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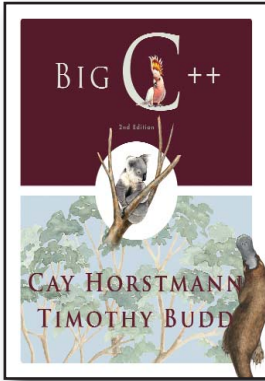
www.wileyeurope.com/college/goodrich

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April 2009 • Pb • £54.50/€68.70

Also Available:



Objects, Abstraction, Data Structures and Design: Using C++ by KOFFMAN, WOLFGANG
9780471467557 • 832pp
November 2005 • Pb
£77.50/€93.60



9780470383285 • 1184pp
Jan 2009 • Pb • £68.95/€87.30

Also Available:



Ivor Horton's Beginning Visual
C++ by IVOR HORTON
9780764571978 • 1224pp
March 2006 • Pb
£31.99/€43.50

Big C++

2nd Edition

CAY S. HORSTMANN & TIMOTHY A. BUDD, San Jose State University.

The second edition provides in-depth coverage of advanced principles and applications of object-oriented programming using C++.

Features:

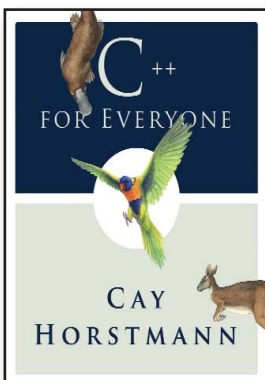
- Guidance and worked examples help students succeed.
- Abundant practice tools build student confidence and skills.
- Technically accurate and detailed.
- Comprehensive coverage provides a deep grounding in object-oriented programming and the C++ language.

Contents: Fundamental C++ 1 Introduction. 2 Numbers and Objects. 3 Control Flow. 4 Functions. 5 Classes. 6 Vectors and Arrays. 7 Pointers. 8 Inheritance. 9 Streams Algorithms and Data Structures. 10 Recursion. 11 Sorting and Searching. 12 Lists, Queues, and Stacks. 13 Sets, Maps, and Priority Queues **Advanced C++**. 14 Operator Overloading. 15 Memory Management. 16 Templates. 17 Exception Handling. 18 Name Scope Management. 19 Class Hierarchies. 20 The Standard Template Library. 21 The C++ 0x Standard OO Design. 22 Object-Oriented Design. 23 The Unified Modeling Language. 24 An Introduction to Design Patterns. **Applications.** 25 Graphical User Interfaces. 26 Relational Databases (Web only.) 27 XML (Web only.). Appendices

Supplements: WileyPlus Solutions Manual, Source Code, PowerPoint slides, TB, Lab Manual

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9780470383292 • 528pp
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C++ for Everyone

1st Edition

CAY S. HORSTMANN, San Jose State University.

An accessible introduction to C++ that presents less of an emphasis on early objects.

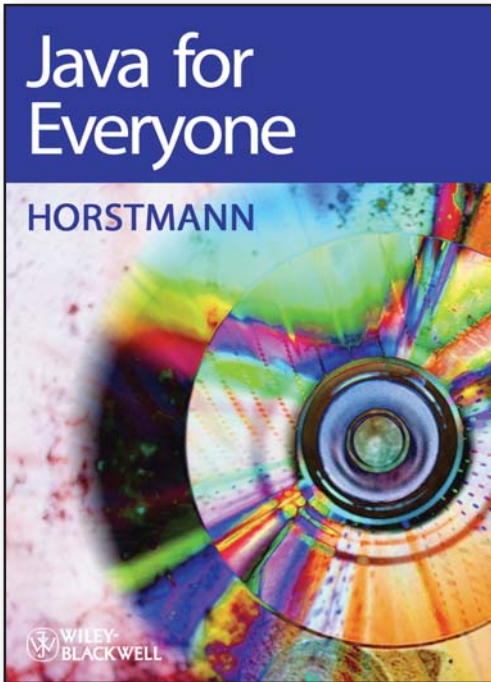
Aimed at students who may struggle with a traditional C++ text, this text focuses on the essential concepts, employs a visually appealing layout, and gives additional guidance in the form of How To's and walkthroughs. Objects are used from the beginning, however, the text is neither "object early" nor "object late," as objects are used throughout as appropriate for the developmental level of the student; students learn about programming classes only when they have been exposed to the necessary mechanism.

Contents: 1 Introduction. 2 Fundamental Data Types. 3 Decisions. 4 Loops. 5 Functions. 6 Arrays and Vectors. 7 Pointers. 8 Streams. 9 Classes. 10 Inheritance. Appendices A C++ Language Coding Guidelines B Keyword Summary C Operator Summary D Character Escape Sequences E ASCII Code Table F C++ Library Summary

Supplements: WileyPLUS. WileyPLUS to accompany C++ Concepts, 4e. Solutions Manual, Testbank, Assignable Homework & programme problems.

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Java For Everyone

CAY S. HORSTMANN, San Jose State University.

Horstmann delivers the essentials of how to program using Java in a more accessible, less rigorous approach.

Java For Everyone gives an introduction into Java and computer programming that focuses on the essentials, and on effective learning. This book provides them with a more user-friendly, graphics-intensive design that conveys complex concepts simply and effectively. Ample practice gives students the confidence they need. *Java For Everyone* gets students programming in an enjoyable and friendly manner.

Features:

- It differs from other books in the market by focusing on topics such as loops and graphical interfaces, while avoiding a focus on object-orientation.
- The examples and case studies explore practical applications such as processing tabular data, harvesting Web information, creating custom graphics, and building simple user interfaces.
- Presents a more user-friendly, graphics-intensive design that conveys complex concepts simply and effectively.
- A Java programming text for everyone. By de-emphasizing advanced topics such as object-orientation, JFE provides practical programming instruction to a wide range of students.

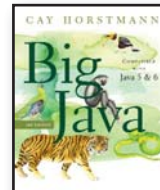
Supplements: WileyPlus, Solutions Manual, Testbank, Assignable Homework and program problems, Labrat

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Also Available:



Big Java, 3rd Edition by CAY S. HORSTMANN, San Jose State University.
9780470105542 • 1248pp • August 2007 • Pb
£40.95/€55.30

Java Concepts 5th Edition by CAY S. HORSTMANN, San Jose State University.
9780470105559 • 702pp • August 2007 • Pb
£37.95/€51.30



Java: Just in Time

1st Edition

JOHN LATHAM, University of Manchester.

Practical, accessible, and a powerful alternative to existing texts.

Java: Just in Time is a practical and accessible introduction to object-oriented programming with Java. It concentrates on basics first, introducing objects only once the reader is comfortable with programming fundamentals, avoiding the pitfalls associated with objects-first learning. This timely and much-needed approach is focused on course usage and ensures that instructors will have a powerful alternative to existing texts.

Features:

- All concepts are supported by program examples to demonstrate theory in a practical setting.
- The author is an established lecturer with 20 years of programming experience.
- The text is supported online with slides, source code and tips and answers for lecturers and students alike.
- Written to support all introductory programming courses using Java and ideal for self-study – this book is an invaluable resource for teaching programming skills to undergraduates.

Contents: 1. Introduction. 2. Sequential execution and program errors. 3. Types, variables and expressions. 4. Conditional execution. 5. Repeated execution. 6. Control statements nested in loops. 7. Additional control statements. 8. Separate methods and logical operators. 9. Consolidation of concepts so far. 10. Separate classes. 11. Object oriented design. 12. Software reuse and the standard Java API. 13. Graphical user interfaces. 14. Arrays. 15. Exceptions. 16. Inheritance. 17. Making our own exceptions. 18. Files. 19. Generic classes. 20. Interfaces, including generic interfaces. 21. Collections. 22. Recursion. 23. Conclusion and topics not covered.

Supplements: Instructor Manual, and Solutions Manual.

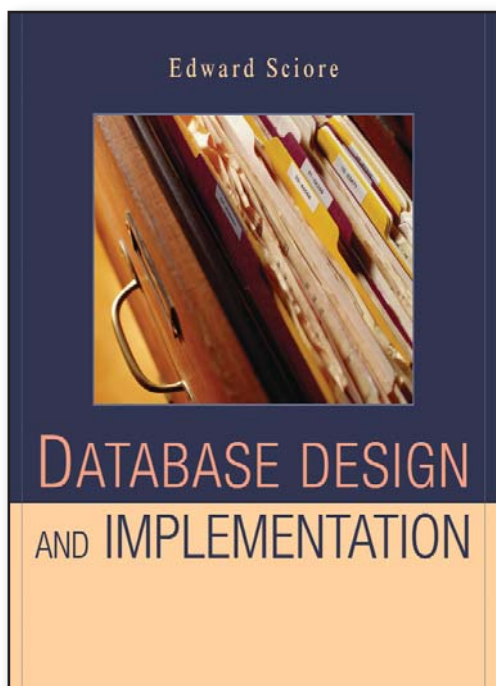
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Developing Java Software, 3rd Edition
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Database Design and Implementation

1st Edition

EDWARD SCIORE, Princeton University.

A learning system that enables readers to not only learn the purpose of algorithms used in each component of a database system, but also to implement some portion of it.

This new first edition is designed for use in a two-course DB sequence; it can also be used in either the first or second DB course. The book essentially has two parts – “how to use a database” and “how to build a database”. The first half contains comprehensive coverage of how to build database applications in Java, including chapters on JDBC, JPA, XML, and Servlet development. The latter half focuses on the internals of a database server and sophisticated techniques and algorithms for indexing, sorting, intelligent buffer usage and query optimization.

Features:

- Organizes chapters according to the components of a database, starting from low-level disk access and ending at the query planner
- Presents only those algorithms and techniques that most clearly illustrate the issues involved
- Includes a simple but fully-functional database system, SimpleDB, that enables software developers to apply their conceptual knowledge by examining and modifying the code

Contents: 1 Introduction: Why a Database System? Rational Databases. 2 Data Definition. 3. Data Design. 4 Data Manipulation. 5 Integrity and Security. 6 Improving Query Efficiency. **Building Database Applications.** 7 Clients and Servers. 8 Using JDBC. 9 Persistent Java Objects. 10 Data Exchange. 11 Webserver-Based Database Clients. **Inside the Database Server.** 12 Memory Management. 13 Data Exchange. 14 Transaction Management. 15 Record Management. 16 Metadata Management. 17 Query Processing. 18 Parsing. 19 Planning. 20 The Database Server. **Efficient Query Processing.** 21 Indexing. 22 Materialization and Sorting. 23 Effective Buffer Utilization. 24 Query Optimization. References.

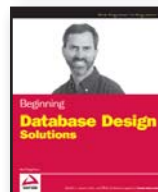
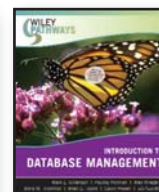
Supplements: Simple DB, Test programs for debugging code

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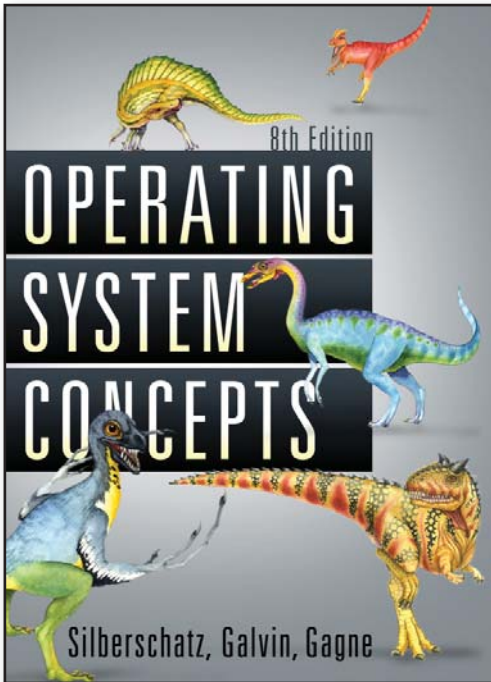
Also Available:



Software Testing and Analysis: Process, Principles and Techniques by MAURO PEZZE, MICHAL YOUNG
9780471455936 • 488pp • May 2007 • Pb
£31.95/€43.20

Introduction to Database Management by GILLENSON, PONNIAH, KRIEGEL, TRUKHNOV, TAYLOR, POWELL, MILLER
9780470101865 • 504pp • April 2007 • CI
£30.95/€37.20

Beginning Database Design Solutions by ROD STEPHENS
9780470385494 • 552pp • November 2008 • Pb
£26.99/€32.20



Operating System Concepts

8th Edition

ABRAHAM SILBERSCHATZ, Yale University,
GALVIN and GAGNE.

The market-leading book that covers the latest and most relevant systems.

Operating System Concepts, now in its eighth edition, continues to provide a solid theoretical foundation for understanding operating systems. By staying current, remaining relevant, and adapting to emerging course needs, this market-leading text has continued to define the operating systems course. This text digs deeper to uncover those fundamental concepts that have remained constant throughout the evolution of today's operation systems. With this strong conceptual foundation in place, readers can more easily understand the details related to specific systems.

Features:

- Coverage of the latest and most relevant systems, including Windows XP, Linux, Solaris and FreeBSD (Unix).
- All code examples are written in C and Java.
- Over 15 new programming exercises that emphasize processes, threads, shared memory, process synchronization, and networking.

Contents: Part I: Overview 1 Introduction. 2 Operating-System Structures. Part 2: Process Management. 3 Processes. 4 Threads. 5 CPU Scheduling. 6 Process Synchronization. 7 Deadlocks Part 3: Memory Management. 8 Main Memory. 9 Virtual Memory. Part 4: Storage Management. 10 File-System Interface. 11 File-System Implementation. 12 Mass-Storage Structure. 13 I/O Systems Part 5: Protection and Security. 14 Protection. 15 Security Part 6: Distributed Systems. 16 Distributed System Structure. 17 Distributed File Systems. 18 Distributed Coordination Part 7: Special Purpose Systems. 19 Real-Time Systems. 20 Multimedia Systems. 21 Clustering Part 8: Case Studies. 22 The Linux System. 23 Windows XP. 24 Open Source Operating Systems

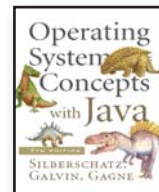
Supplements: WileyPlus, OS simulators, Solutions Manual, Source code.

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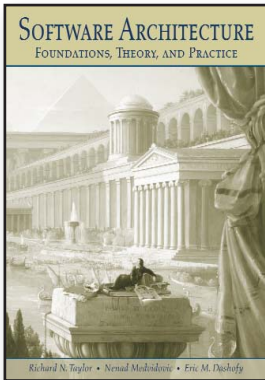
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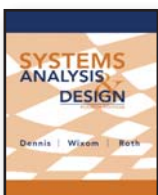


Operating System Concepts with Java, 7th Edition
by ABRAHAM SILBERSCHATZ
9780471769071 • 992pp • February 2007 • Cl
£40.95/€55.30



9780470167748 • 656pp
Dec 2008 • Cl • £32.95/€44.50

Also Available:



Systems Analysis and Design, 4th
Edition by ALAN DENNIS
9780470400319 • 576pp
April 2009 • Pb • £38.95/€52.60

Software Architecture: Foundations, Theory, and Practice

1st Edition

R. N. TAYLOR, University of California, Irvine, NENAD MEDVIDOVIC and ERIC M. DASHOFY.

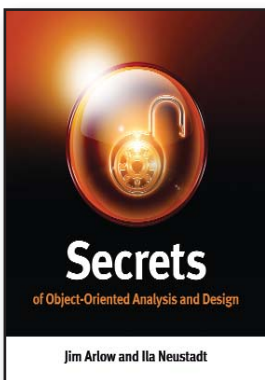
Insights in this book will enable better understanding of the unique issues involved in the development of large software systems.

Software Architecture: Foundations, Theory, and Practice provides both students and professionals with a comprehensive treatment of architecture-centric development, describing how to develop products and serving as a reference for the array of techniques, modeling notations, standards, and methods comprising the approach. The book has a central focus on design: emphasizes that design permeates the entire software lifecycle. It also contains long-term relevance and comprehensive scope, a synthesis of more than 15 years of work on software architecture from both academic research and industrial practice.

Contents: 1 The Big Idea. 2 Architectures in Context: The Reorientation of Software Engineering. 3 Basic Concepts. 4 Designing Architectures. 5 Connectors. 6 Modeling. 7 Visualization. 8 Analysis. 9 Implementation. 10 Deployment and Mobility. 11 Applied Architectures and Styles. 12 Designing for non-Functional Properties. 13 Security and Trust. 14 Architectural Adaptation. 15 Domain-Specific Software Engineering. 16 Standards. 17 People, Roles and Teams

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Also Available:



Pattern Oriented Software
Architecture: On Patterns and
Pattern Languages, Volume 5
by FRANK BUSCHMANN,
KEVLIN HENNEY
9780471486480 • 490pp
April 2007 • Cl • £29.99/€45.00

Secrets of Object Oriented Analysis

JIM ARLOW, ILA NEUSTADT (previously of) UCL.

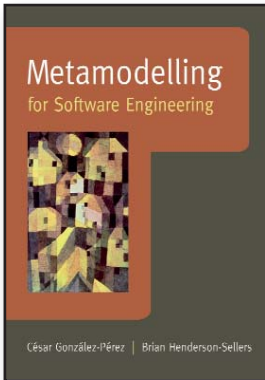
A unique approach to OOAD from experienced teachers and practitioners.

Secrets of Object Oriented Analysis and Design is the first book which examines the specific techniques used in OOA+D, demonstrating how to gather, analyse and document information. Relating modeling techniques to cognitive psychology, Psychoanalysis and Neuro Linguistic Programming, the book teaches a very thorough and innovative approach to problem solving. Academic reviewers have suggested the book would be incredibly useful for students on OOA+D, Requirements Engineering and Software Development courses.

Contents: 1 About this book. 2 Basic principles. 3 Launching the example project. 4 Generative analysis – capturing informal information. 5 Communication. 6 Excellence in human-to-human communication. 7 M+ +. 8 Interview technique. 9 Processing information in Generative Analysis. 10 GA in Practice. 11 Administration subsystem. 12 Refining the OLAS Catalog subsystem. 13 The RestrictedCatalog subsystem. 14 The Innsmouth Interface. 15 The OLAS Loan component. 16 Common myths about UML. 17 Introduction to use case modeling for analysts. 18 Static modeling for analysts. 19 Dynamic modeling for analysts. 20 The drift of meaning. 21 Meta magic

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Also Available:



Software Engineering:
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9780471322085 • 560pp
November 2000 • Pb
£82.50/€100.00

Metamodelling for Software Engineering

CESAR GONZALEZ-PEREZ, European Software Institute, Spain, BRIAN HENDERSON-SELLERS, University of Technology, Sydney, Australia.

A practical, in-depth guide to metamodelling, designed for advanced level Software Engineering courses, practitioners and researchers.

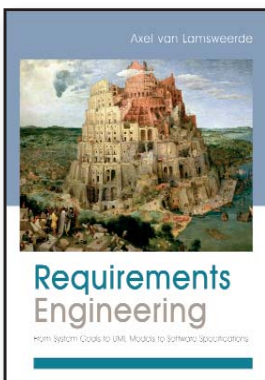
This title presents a comprehensive and practical guide to metamodelling in software engineering. Rather than covering the outcomes of modeling this text will examine it as a discipline, exploring its foundations, techniques and results.

Features:

- Basic concepts and principles of traditional metamodelling, and some existing results of this approach.
- Problems associated with traditional approaches to Metamodelling are discussed, alongside an exploration of possible solutions and alternative approaches.
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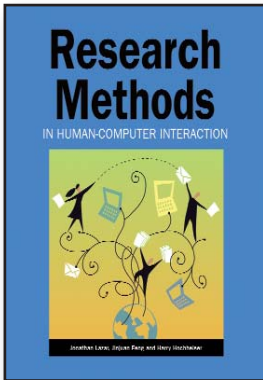
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Supplements: Limited version of the Objectiver tool, Model Fragments from the book to play, Solutions Manual

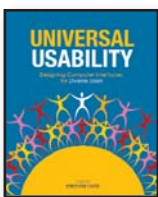
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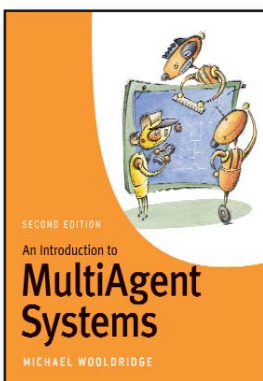
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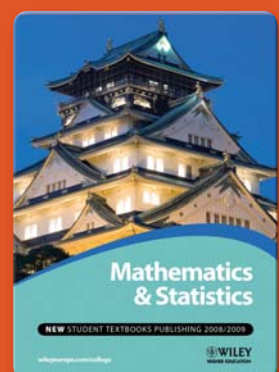
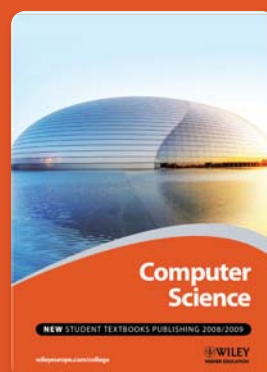
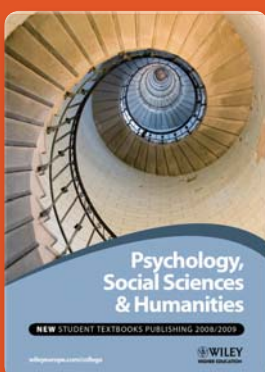
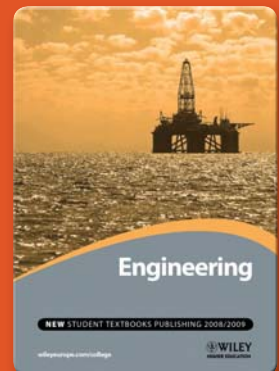
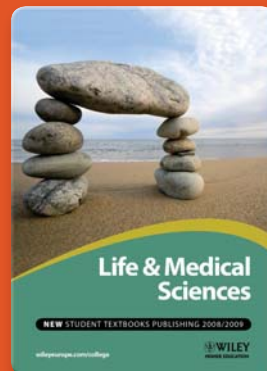
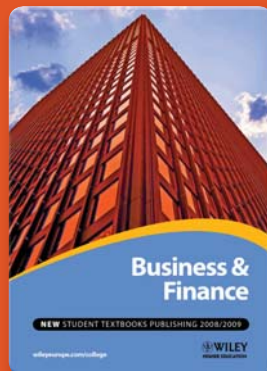
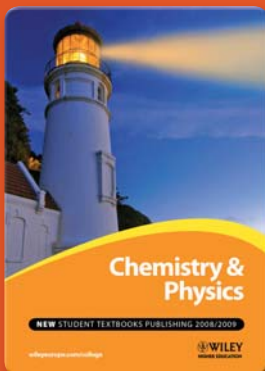
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