

In partnership with

Acquisitions List

Academic Year 2018-2019

First Semester

MULTIMEDIA TECHNOLOGY & RELATED SUBJECT AREAS

1. Cleveland, W. (2016). Visualizing data. Murray Hill, N.J. : At&T Bell Laboratories ; Summit, N.J. : Published by Hobart Press. **001.4224 F94 – 2 copies available**
2. Cooper, A. (2014). About face: the essentials of interaction design. Indianapolis, Indiana : Wiley. **005.437 – 2 copies available**
3. Cullen, Cheryl Dangel. (2004). Products 2 : 50 real-life projects uncovered. Gloucester, MA : Rockport Publishers. **745.2 H15 – 2 copies available**
4. Fling, B. (2009). Mobile design and development. 1st ed. Beijing ; Sebastopol, Calif. : O'Reilly. **005.26 F64 – 2 copies available**
5. Freeman, E. (2011). Head first HTML5 programming : a learner's guide to building web apps with JavaScript. Sebastopol, CA : O'Reilly. **006.74 F87 – 2 copies available**
6. Hernandez, M. (2013). Database design for mere mortals : a hands-on guide to relational database design. 3rd ed. Upper Saddle River, NJ : Addison-Wesley. **005.756 H43 – 2 copies available**
7. Knaflic, C.N. (2015). Storytelling with data : a data visualization guide for business professionals. Hoboken, New Jersey : Wiley. **001.4226 K72 – 2 copies available**
8. Kurose, J. (2012). Computer networking : a top-down approach. 6th ed. India : Pearson India Education Services Pvt. Ltd. **004.678 K96 – 2 copies available**
9. Lawson, B. (2012). Introducing HTML5. 2nd ed. Berkeley, CA : New Riders. **006.74 L44 – 2 copies available**
10. McCarthy, L. (2016). Make : getting started with p5.js. San Francisco, CA : MakerMedia. **745.20019 N78 – 2 copies available**
11. McFarland, D.S. (2014). JavaScript & jQuery: the missing manual. Beijing: O'Reilly. **005.2762 M16 – 2 copies available**
12. McFarland, D.S. (2013). CSS 3: the missing manual. Sebastopol, CA : O'Reilly. **005.1 M16 – 2 copies available**

13. McKernan, B. (2005). Digital cinema : the revolution in cinematography, postproduction, and distribution. New York : McGraw-Hill
791.43 M19 – 1 copy available
14. Mednieks, Z. (2011). Programming android. 1st ed. Sebastopol, Calif. : O'Reilly.
005.1 M46 – 2 copies available
15. Murray, S. (2017). Interactive data visualization for the web : an introduction to designing with D3. 2nd ed. Beijing: O'Reilly. **005.133 M96 – 2 copies available**
16. Murphy, Christopher (2012). Beginning HTML5 and CSS3 : the Web evolved : next generation Web standards. Apress; New York: Distributed to the book trade worldwide by Springer Science+Business Media. **006.76 M95 – 1 copy available**
17. Noble, J. (2012). Programming interactivity. 2nd ed. Beijing ; Sebastopol, CA : O'Reilly. **006.6 N66 – 2 copies available**
18. Norman, D. (2013). The design of everyday things. New York, New York : Basic Books. **005.133 M96 – 2 copies available**
19. Pao, I. (2006). 30 essential typefaces for a lifetime. Gloucester, USA : Rockport.
686.224 T34 – 1 copy available
20. Resmini, A. (2011). Pervasive information architecture : designing cross-channel user experiences. Burlington, MA : Morgan Kaufmann.
005.1 R31 – 1 copy available
21. Rose, J. (2009). Audio postproduction for film and video. 2nd ed. Burlington, MA : Elsevier/Focal Press. **778.5344 R72 – 2 copies available**
22. Rosenfeld, L. (2015). Information architecture : for the web and beyond. 4th ed. Sebastopol, CA : O'Reilly Media, Inc. **005.72 R72 – 2 copies available**
23. Rumsey, Francis (2014). Sound and recording : applications and theory. New York: Focal Press, Taylor & Francis Group. **621.3893 R86 – 1 copy available**
24. Segaran, T. (2009). Programming the semantic web. 1st ed. Beijing ; Sebastopol, CA: O'Reilly. **025.0427 – 2 copies available**
25. Seidelin, J. (2014). HTML5 games : creating fun with HTML5, CSS3, and WebGL. 2nd ed. Chichester, West Sussex, United Kingdom : John Wiley and Sons, Ltd.
794.81526 Se42 – 2 copies available
26. Shneiderman, B. (2014). Designing the user interface : strategies for effective human-computer interaction. 5th ed. India: Dorling Kindersley Pvt. Ltd.
004.6 Sh69 – 2 copies available
27. Sikos, Leslie (2014). Web Standards : Mastering HTML5, CSS3, and XML : create optimized device-independent web sites with cutting-edge technologies. [Berkeley, California] : Apress. **006.7 Si29 – 1 copy available**
28. Stark, J. (2010). Building iPhone apps with HTML, CSS, and JavaScript. 1st ed. Beijing ; Sebastopol, CA : O'Reilly. **005.26 St28 – 2 copies available**
29. Tidwel, J. (2005). Designing interfaces. Sebastopol, Calif : O'Reilly & Associates.
005.437 T43 – 2 copies available

30. Tselentis, Jason (2011). Type, form & function: a handbook on the fundamentals of typography. Beverly, Mass. : Rockport Publishers. **686.224 T78 – 1 copy available**
31. Vaughan, T. (2014). Multimedia: making it work. 9th ed. India : McGraw-Hill Education (India) Private Limited. **006.7 V46 – 2 copies available**
32. Wyatt, H. (2005). Audio post production for television and film : an introduction to technology and techniques. 3rd ed. Oxford, Boston: Focal Press. **778.52344 W97 – 2 copies available**
33. Watrall, E. (2009). Head first web design. 1st ed. Beijing ; Cambridge : O'Reilly. **006.7 W32 – 2 copies available**
34. Winnie, D. (2011). Fundamentals of Actionsript 3.0 : develop and design. Berkeley : Peachpit Press. **006.696 W73 – 2 copies available**
35. Williams, H. (2004). Web database applications with PHP & MySQL. Sebastopol, Calif. : O'Reilly. **005.133 W67 – 1 copy available**
36. Wood, B. (2018). Adobe Illustrator CC : 2018 release : classroom in a book, the official training workbook from Adobe. San Jose, California : Adobe Press. **006.6 W85 – 2 copies available**

AUTOMATION AND ROBOTICS ENGINEERING & RELATED SUBJECT AREAS

1. Bishop, R. (2008). The mechatronics handbook. 2 volumes. Boca Raton, Fla. : CRC Press. **621 M46 – 2 copies available**
2. Bolton, W. (2006). Programmable logic controllers. 6th ed. Oxford: Newnes. **629.895 – 2 copies available**
3. Craig, J. (2009). Introduction to robotics: mechanics & control. 3rd ed. Reading, Mass. : Addison-Wesley Pub. Co. **629. 892 C84 – 2 copies available**
4. Eiben, A. (2003). Introduction to evolutionary computing. New York : Springer. **006.3 Ei17 – 2 copies available**
5. Everett, H.R. (1995). Sensors for mobile robots : theory and application. Wellesley, Mass. : A.K. Peters. **629.892 Ev26 – 1 copy available**
6. Levy, D. (2007). Love + sex with robots : the evolution of human-robot relations. 1st ed. New York : HarperCollins. **629. 892 L57 – 2 copies available**
7. MacKay, D. (2003). Information theory, inference, and learning algorithms. Cambridge, UK ; New York : Cambridge University Press. **003.54 M19 – 2 copies available**
8. Mataric, M. (2007). The robotics primer. Cambridge, Mass. : The MIT Press. **629.892 M41 – 2 copies available**
9. Necsulescu, D.(2002). Mechatronics. Upper Saddle River, N.J. : Prentice Hall. **621 N28 – 2 copies available**

10. Negnevitsky, Michael (2011). Artificial intelligence : a guide to intelligent systems. 3rd edition, Harlow: Pearson. **006.3 N31 – 1 copy available**
11. Picton, Phil (2000). Neural networks 2nd edition, London: Palgrave. **006.32 P58 – 1 copy available**
12. Russ, J. (2016). The image processing handbook. 7th ed. Boca Raton, Fla. : CRC Press/Taylor & Francis Group. **621.367 R91 – 2 copies available**
13. Russell, S. (2015). Artificial intelligence : a modern approach. India : Pearson India Education Services Pvt., Ltd. **006.3 R91 – 2 copies available**
14. Singer, P. (2009). Wired for war : the robotics revolution and conflict in the twenty-first century. New York : Penguin Press. **355.020112 Si64 – 2 copies available**
15. Spong, M. (2004). Robot dynamics and control. New York: Wiley. **629. 892 Sp66 – 2 copies available**
16. Stenerson, J. (2009). Programmable logic controllers with controllogix. Clifton Park, NY : Delmar/Cengage Learning. **629. 89 St42 – 2 copies available**

COMPUTER SECURITY & FORENSICS & RELATED SUBJECT AREAS

1. Alexander, David. (2013). Information security management principles. 2nd edition. Swindon, UK : BCS, the Chartered Institute for IT. **005.8 AI26 – 1 copy available**
2. CHFI. (2010). Computer forensics : investigating wireless networks and devices. Clifton Park, NY : Course Technology Cengage Learning. **005 C73 – 1 copy available**
3. Calder, Alan. (2015). IT governance : an international guide to data security and ISO27001/ISO27002. 6th edition. London ; Philadelphia, PA : Kogan Page. **005.8 W32 – 1 copy available**
4. Keane, Adrian. (2016). The modern law of evidence. Oxford: Oxford University Press. **347.4206 K19 – 1 copy available**

ELECTRONICS AND TELECOMMUNICATION ENGINEERING & RELATED SUBJECT AREAS

1. Beard, Cory. (2016). Wireless communication networks and systems. Global edition. Boston: Pearson Education Ltd. **621.3981 B38 – 2 copies available**
2. Benvenuto, Nevio. (2007). Communication systems : fundamentals and design methods. Chichester : John Wiley & Sons. **621.382 B44 – 1 copy available**
3. Lynn, Paul A. (1998). Introductory digital signal processing with computer applications. Chichester ; New York : John Wiley. **621.3822 L99 – 1 copy available**

MECHANICAL ENGINEERING AND VEHICLE TECHNOLOGY & RELATED SUBJECT AREAS

1. Craig, Roy. (2011). Mechanics of materials. Hoboken, NJ: Wiley .
620.112 C84 – 1 copy available
2. Gere, James. (2013). Mechanics of materials. Andover : Cengage Learning.
620.112 G31 – 2 copies available

SOFTWARE ENGINEERING & RELATED SUBJECT AREAS

1. B'Far, Reza. (2005). Mobile computing principles : designing and developing mobile applications with UML and XML. Cambridge: Cambridge University Press.
005.268 B43 – 1 copy available
2. Cheesman, John. (2001). UML components : a simple process for specifying component-based software. Boston, MA : Addison-Wesley.
005.3 C41 – 1 copy available
3. Date, Christopher. (2008). An introduction to database systems. Boston, Mass.: Pearson Addison Wesley. **005.74 D26 – 2 copies available**
4. Garcia-Molina, Hector. (2014). Database systems: the complete book. Harlow, Essex: Pearson. **005.74 G16 – 1 copy available**
5. Hohensee, Barbara. (2014). Starting with android studio: quick start guide. [Place of publication not identified] : CreateSpace Independent Publishing Platform.
004.167 H68 – 1 copy available
6. Mark, Dave. (2014). Beginning iPhone development with Swift : exploring the iOS SDK. New York, NY : Apress. **005.1 M34 – 1 copy available**
7. Ramakrishnan, Raghu. (2014). Database management system. Chennai: McGraw Hill Education India, Private Limited. **005.74 R14 – 1 copy available**
8. Silberschatz, Abraham. (2013). Database system concepts. Chennai: McGraw Hill Education India, Private Limited. **005.74 Si32 – 1 copy available**
9. Swift, Os. (2015). Android programming guide : android app development. Learn in a day. [Place of publication not identified] : Createspace Independent Publishing Platform. **004.165 Sw54 – 1 copy available**

TOTAL: 70 Titles / 116 volumes

Prepared by:

MARIO JR. ANUD

HoD Library & Learning Resources
Global College of Engineering & Technology

As of January 2019