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TITLE	AUTHOR	CALL_NO
Bpel cookbook : best practices for soa-based integ ration and composite applications development	Blanvalet, Stany	
Usability of websites for children [electronic resource] : 70 design guidelines / by Shuli Gilutz and Jakob Nielsen.	Gilutz, Shuli.	
Words and languages everywhere.	Marcus, Solomon	
Methods of computer modeling in engineering & the sciences / Satya N. Atluri.	Atluri, Satya N.	003.3 A88
Imagination and rigor : essays on Eduardo R. Caianiello's scientific heritage / Settimo Termini (ed.).		003.5 C13
Introduction to computational science : modeling and simulation for the sciences / Angela B. Shiflet and George W. Shiflet.	Shiflet, Angela B.	004 S555
Gems of theoretical computer science / Uwe Schol [^] ning, Randall J. Pruim ; [translated from the German by Randall Pruim].	Schol [^] ning, Uwe, 1955-	004.015113 S37
Principles of concurrent and distributed programming / M. Ben-Ari.	Ben-Ari, M., 1948-	004.35 B45 2006
Concurrent information processing and computing / edited by Alex Nicolau and Dan Grigoras.	NATO Advanced Resea	004.35 N27 2003
Computer networking and the Internet / Fred Halsall.	Halsall, Fred.	004.6 H19 2005
Understanding data communications and networks / William Shay.	Shay, William A.	004.6 S53 2004
Fuzzy logic and the semantic web / edited by Elie Sanchez.		004.678 S21

TITLE	AUTHOR	CALL_NO
Software architecture in practice / Len Bass, Paul Clements, Rick Kazman.	Bass, Len.	005.1 B31s 2003
Software pioneers : contributions to software engineering / Manfred Broy, Ernst Denert, eds.		005.1 B885
Aspect-oriented analysis and design : the theme approach / Siobh��n Clarke, Elisa Banniassad.	Clarke, Siobh��n	005.1 C59
Software abstractions : logic, language and analysis / Daniel Jackson.	Jackson, Daniel.	005.1 J12
Software evolution and feedback : theory and practice / edited by Nazim H. Madhavji, Juan C. Fern��ndez-Ramil and Dewayne E. Perry.		005.1 M18
Pattern Languages of Program Design 5 / edited by Dragos Manolescu, Markus Voelter, James Noble.		005.1 M285
Software engineering : a practitioner's approach / Roger S. Pressman.	Pressman, Roger S.	005.1 P93 2005 Int. ed.
Software engineering : a practitioner's approach / Roger S. Pressman.	Pressman, Roger S.	005.1 P93 2005 Int. ed.
Sustainable software development : an agile perspective / Kevin Tate.	Tate, Kevin.	005.1 T21
Hackers & painters : big ideas from the computer age / Paul Graham.	Graham, Paul, 1964-	005.1092 G73
Modern multithreading : implementing, testing, and debugging multithreaded Java and C++/Pthreads/Win32 programs / by Richard H. Carver and Kuo-Chung Tai.	Carver, Richard H., 196	005.11 C33
Unified modeling language user guide / Grady Booch, James Rumbaugh, Ivar Jacobson.	Booch, Grady.	005.12 B72 2005
Programming language pragmatics / Michael L. Scott.	Scott, Michael Lee, 195	005.13 S42
C# programming language / Anders Hejlsberg, Scott Wiltamuth, Peter Golde.	Hejlsberg, Anders.	005.133 C# H47
Microsoft visual C#.NET : language reference / Microsoft.		005.133 C# M62n
C# 2.0 : the complete reference / Herbert Schildt.	Schildt, Herbert.	005.133 C# S33

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Microsoft Visual C# 2005 step by step / John Sharp.	Sharp, John, 1964-	005.133 C# S53 2005
C++ : how to program / H.M. Deitel, P.J. Deitel.	Deitel, Harvey M., 1945-	005.133 C++ D32
Java 5 illuminated : an active learning approach / Julie Anderson, Herve J. Franceschi.	Anderson, Julie, 1947-	005.133 Java A54
Java programming language / Ken Arnold, James Gosling, David Holmes.	Arnold, Ken, 1958-	005.133 Java A75
Thinking in Java / Bruce Eckel.	Eckel, Bruce.	005.133 Java E191
Data structures and algorithms in Java / Michael T. Goodrich, Roberto Tamassia.	Goodrich, Michael T.	005.133 Java G65 2006
Java library of graph algorithms and optimization / Hang T. Lau.	Lau, H. T. (Hang Tong),	005.133 Java H368
Professional Java user interfaces / Mauro Marinilli.	Marinilli, Mauro.	005.133 Java M33
Learning Java / Patrick Niemeyer and Jonathan Knudsen.	Niemeyer, Patrick.	005.133 Java N66L
Introduction to programming in Java : an interdisciplinary approach / Robert Sedgewick and Kevin Wayne.	Sedgewick, Robert, 194	005.133 Java S44i
PHP anthology : object oriented PHP solutions / by Harry Fuecks.	Fuecks, Harry.	005.133 PHP F95
Programming PHP / Rasmus Lerdorf and Kevin Tatroe.	Lerdorf, Rasmus.	005.133 PHP L61p 2005
PHP and MySQL for dynamic Web sites / Larry Ullman.	Ullman, Larry E. (Larry	005.133 PHP U41ph
Build your own database driven website using PHP & MySQL / by Kevin Yank.	Yank, Kevin.	005.133 PHP Y23
Learning SQL / Alan Beaulieu.	Beaulieu, Alan.	005.133 SQL B37
Programming Microsoft Visual Basic 2005: the language / Francesco Balena.	Balena, Francesco, 196	005.268 VisualB B18

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Data structures and algorithms using Visual Basic.NET / Michael McMillan.	McMillan, Michael, 1957	005.268 VisualB M16
Visual Basic 2005 cookbook / Tim Patrick and John Clark Craig.	Patrick, Tim, 1966-	005.268 VisualB P31v
Pro VB 2005 and the .Net 2.0 platform / Andrew Troelsen.	Troelsen, Andrew W.	005.268 VisualB T84p
Real-time systems development / Rob Williams.	Williams, Rob, 1948-	005.273 W72
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Linux system administration / Tom Adelstein and Bill Lubanovic.	Adelstein, Tom.	005.43 Linux A23
SUSE Linux / Chris Brown.	Brown, Chris.	005.43 Linux B87
Running Linux.	Dalheimer, Matthias Kall	005.43 Linux W46 2005
PHP in a nutshell / Paul Hudson.	Hudson, Paul, 1979-	005.43 PHP H88
Operating system concepts with Java / Abraham Silberschatz, Peter Baer Galvin, Greg Gagne.	Silberschatz, Abraham.	005.43 S58 2007 copy 1
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UNIX internals : the new frontiers / Uresh Vahalia.	Vahalia, Uresh.	005.43 UNIX V12
Large-scale kernel machines / [edited by] Lel'lon Bottou ... [et al.].		005.73 B75

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Active database systems : triggers and rules for advanced database processing / edited by Jennifer Widom, Stefano Ceri.		005.74 W641
Fundamental data compression / Ida Mengyi Pu.	Pu, Ida Mengyi.	005.746 P97
Database modeling & design : logical design / Tobey Teorey, Sam Lightstone, Tom Nadeau.	Teorey, Toby J.	005.756 T31d
Security data visualization : graphical techniques for network analysis / Greg Conti.	Conti, Greg.	005.8 C763
Agent Modeling Language - AML : a comprehensive approach to modeling multi-agent systems / Radovan Cervenka, Ivan Trencansky.	Cervenka, Radovan.	006.3 C41
Infodynamics : how to maximize the efficiency of intelligent agents / Sorin Gruhnwald.	Gruhnwald, Sorin.	006.3 G89
Swarm intelligence / James Kennedy, Russell C. Eberhart, with Yuhui Shi.	Kennedy, James.	006.3 K351
Fuzzy clustering via proportional membership model / Susana Nascimento.	Nascimento, Susana.	006.3 N24
Artificial Intelligence : a new synthesis / Nils J. Nilsson.	Nilsson, Nils J., 1933-	006.3 N71
Introduction to statistical relational learning / edited by Lise Getoor, Ben Taskar.		006.31 G39
Computer vision : three-dimensional data from images / by Reinhard Klette, Karsten Schluns, Andreas Koschan.	Klette, Reinhard.	006.37 K64
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Visualization handbook / edited by Charles D. Hansen, Chris R. Johnson.		006.6 H24
Computer graphics : using OpenGL / F.S. Hill, Jr. and Stephen M. Kelley, Jr.	Hill, Francis S.	006.6 H64 2007 copy 5
GPU-based interactive visualization techniques / Daniel Weiskopf.	Weiskopf, Daniel.	006.6 W42
GPU gems 3 / edited by Hubert Nguyen.		006.66 N57

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OpenGL superbible : comprehensive tutorial and reference / Richard S. Wright, Jr., Benjamin Lipshak, Nicholas Haemel.	Wright, Richard S., 196	006.6633 OpenGL W65
OpenGL programming guide : the official guide to learning OpenGL, version 1.2 / OpenGL Architecture Review Board, Mason Woo ... [et al.].		006.6633 OpenGL W87
OpenGL programming guide : the official guide to learning OpenGL, version 2.1 / OpenGL Architecture Review Board, Dave Shreiner ... [et al.].		006.6633 OpenGL W87 2008
VTK user's guide : updated for VTK version 5 / authored and published by Kitware, Inc. ; [contributors, Lisa S. Avila ... [et al.]].		006.6633 VTK A95 2006
Flash 8 : projects for learning animation and interactivity / Rich Shupe and Robert Hoekman, Jr.	Shupe, Rich.	006.696 S56
Multimedia : from Wagner to virtual reality / edited by Randall Packer and Ken Jordan ; foreword by William Gibson.		006.7 P11
Cost estimation techniques for web projects / Emilia Mendes.	Mendes, Emilia.	006.7068 M53
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Business process execution language for web services : an architect and developer's guide to orchestrating web services using BPEL4WS / Matjaz B. Juric ; with Benny Mathew and Poornachandra Sarang.	Juric, Matjaz B.	006.76 J95
Head rush Ajax / Brett McLaughlin.	McLaughlin, Brett.	006.76 M47
Understanding search engines : mathematical modeling and text retrieval / Michael W. Berry, Murray Browne.	Berry, Michael W.	025.04 B53 2005
Color constancy / Marc Ebner.	Ebner, Marc.	152.145 E16
Discrete mathematics / Kenneth A. Ross, Charles R. B. Wright.	Ross, Kenneth A.	511 R82 2003
Finite-model theory and its applications / Erich Gradel ... [et al.].		511.3 G73
Introduction to Kolmogorov complexity and its applications / Ming Li, Paul Vitányi.	Li, Ming.	511.3 L69 1997
Introduction to the theory of computation / Michael Sipser.	Sipser, Michael.	511.3 S618 2006

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Graph drawing : algorithms for the visualization of graphs / Giuseppe Di Battista ... [et al.].		511.5 D54
Analysis of linear partial differential operators / Lars Hol`rmander.	Hol`rmander, Lars.	515.724 H69 2003
First course in probability / Sheldon Ross.	Ross, Sheldon M.	519.2 R82f 2007
Algorithmic game theory / edited by Noam Nisan ... [et al.].		519.3 N72
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Biological sequence analysis : probabalistic models of proteins and nucleic acids / Richard Durbin ... [et al.].		572.8633 D93
Fiber pathways of the brain / Jeremy D. Schmahmann, Deepak N. Pandya.	Schmahmann, Jeremy	612.825 S34
Introduction to diffusion tensor imaging / by Susumu Mori.	Mori, S. (Susumu)	616.807548 M85
Mathematical problems in image processing : partial differential equations and the calculus of variations / Gilles Aubert, Pierre Kornprobst.	Aubert, Gilles.	621.367 A88
Digital image / Ron Graham.	Graham, Ron, Ph. D.	621.367 G73
Managing services / edited by Alan Nankervis.		658 N18
Journey to data quality / Yang W. Lee ... [et al.].		658.4038 L482
Advanced TeXbook / David Salomon.	Salomon, D. (David), 19	686.22544 S17
Shape : talking about seeing and doing / George Stiny.	Stiny, George.	745.4 S85
AI game programming wisdom 3 / edited by Steve Rabin.		794.81 R11 2006
Introduction to game development / edited by Steve Rabin.		794.81 R11i

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Advanced game development with programmable graphics hardware / Alan Watt, Fabio Policarpo.	Watt, Alan H., 1942-	794.8151 W34
Networking and online games : understanding and engineering multiplayer Internet games / Grenville Armitage, Mark Claypool, Philip Branch.	Armitage, Grenville.	794.81526 A73
Effective Java : programming language guide / Joshua Bloch.	Bloch, Joshua.	QA76.73.J38 B66 2001
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