

## **List of Recommended books in Computer science**

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14. Goel A., "Computer Fundamentals", Pearson.
15. Balagurusamy E., "Fundamentals of Computers", McGraw Hill
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27. Carpentry for Beginner- Charles Harold Hayward
28. Plaster of Paris: Techniques from scratch paperback by Reid Harvey

29. Understanding wood: A craftsman's guide to wood technology by R Bruce Hoadly
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31. Ornamental origami: Exploring 3D geometric design.
32. An introduction to mechanics, D. Kleppner, R.J. Kolenkow, 1973, McGraw-Hill.
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50. Quantum Mechanics, Walter Greiner, 4th Ed., 2001, Springer
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60. Understand and interpret the fundamental mathematical structures like Set theory, Relation and Functions
61. Write recursive definitions of sequences and collections of objects
62. Understand the concepts and applications of vector algebra
63. Understand and interpret the basic concepts of Graph Theory
64. Apply the use of graph theory concepts solving various Computer Science and Engineering problems.
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70. S.K. Bhattacharya, "Basic Electrical and Electronics Engineering".
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86. Donald E. Knuth, "The Art of Computer Programming", Vol. 1 and Vol. 3.
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