

## **List of Books that Lacks in Our Seminar Library**

### **List of Academic Books:**

1. Microprocessor and microcomputer based system design - dr. rafiquzzaman
2. Digital image processing -3rd edition -Gonzalez and woods
3. Data structure fundamentals -MD rafiqul islam, MD mittalib
4. Data structure and algorithms in java 6e -goodriceh,tamassia,goldwasser
5. Modern operating systems - Andrew S. Tanenebaum
6. Modern system analysis and design - Jeffrey A. Hoffer, Joey F. George, Joseph S. Valacich.
7. Books on C#

### **List of Co-curricular Books:**

Besides academic books, we have a very limited resource of co-curricular books. Enough resource of co-curricular books may help our student to do better in their curricular and co-curricular activities. These are some of the books we prefer for our co-curricular activities. Some other books of your kind consideration may be added.

1. Python 101 by Michael Driscoll
2. Python 201 by Michael Driscoll
3. Automate the boring stuff with python by Al Sweigart
4. Ruby on Rails bible by Timothy Fisher
5. Competitive programming 1,2 and 3 (specially 3)
6. Programming contest- Data structure and algorithm (dimik prokashoni)
7. Arts of programming contest
8. Learning Python by O'REILLY
9. Duckett (for html and css)
10. Concrete Mathematics by Graham, Knuth, Patashnik
11. A friendly introduction to Number Theory by Joseph Silverman
12. Introduction to graph theory Douglas B. West
13. Ruby on rails tutorial by Michael Heartl
14. লারাভেল -নুরুজ্জামান মিলন
15. Unity 5.x Cookbook by Matt Smith & Chico Queiroz
16. Joe Hocking-Unity in Action\_ Multiplatform Game Development in C# with Unity 5-Manning Publications (2015)
17. Head first series

N.B: This list is made by all the recommendation of the students from all batch of CSE.