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86	70234	USING MICROSOFT WORD - 2ND EDITION
87	70235	USING 1-2-3 FOR DOS RELEASE 3.1 +
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458	84995	INTRODUCTION TO NETWORKING
459	84996	CLIENT/SERVER COMPUTING
460	84997	THE DESIGN AND ANALYSIS OF COMPUTER ALGORITHMS
461	84997	ALGORITHMS + DATA DATA STRUCTURES = PROGRAMS
462	84998	C++: AN INTRODUCTION TO PROGRAMMING
463	85000	THE COMPLETE REFERENCE C++
464	85002	VB SCRIPT
465	85003	USING MICROSOFT WORD 97
466	85004	USING ORACLE 8
467	85005	ADVANCED COMPUTER ARCHITECTURE: A SYSTEM DESIGN AP
468	85006	THE SAP R/3 HANDBOOK
469	85007	THE COMPLETE REFERENCE JAVA
470	85008	MANAGEMENT INFORMATION SYSTEMS: STRATEGY AND ACTIO
471	85009	DESIGNING OBJECT-ORIENTED SOFTWARE
472	85010	WINDOWS INTERNALS
473	85011	CD-MORPH!
474	85012	THE VISUAL C++ HAND BOOK
475	85013	CORELDRAW 7 THE OFFICIAL GUIDE
476	85257	A GLOSSARY OF COMPUTING TERMS
477	85258	BUILDING SWITCHED NETWORKS
478	85259	THE UNIFIED MODELING LANGUAGE USER GUIDE
479	85260	OBJECT ORIENTED ANALYSIS AND DESIGN



480	85260	DATA STRUCTURES ALGORITHMS AND OBJECT ORIENTED PRO
481	85261	DISTRIBUTED OPERATING SYSTEMS AND ALGORITHMS
482	85261	JAVA WORKSHOP PROGRAMMING
483	85262	INTRODUCTION TO LANGUAGE AND THE THEORY OF COMPUTA
484	85263	USING VISUAL FOXPRO 5
485	85264	MULTIMEDIA MAKING IT WORK
486	85265	NETWORK APPLICATION FRAMEWORKS
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489	85268	DESIGNING SYSTEMS FOR INTERNET COMMERCE
490	85269	DATA STRUCTURES AND PROGRAM DESIGN IN C
491	85270	NEURAL NETWORK LEARNING: THEORITICAL FOUNDTION
492	85270	JUMPING TO JAVA: FAST TRACK FOR C & C++ PROGRAMMER
493	85271	DICTIONARY OF OBJECT TECHNOLOGY
494	85272	PATTERN RECOGNITION AND NERURAL NETWORKS
495	85273	VHDL ANALYSIS AND MODELING OF DIGITAL SYSTEMS
496	85274	INTRODUCTION TO INFORMATION SYSTEMS
497	85275	ELECTROMAGNETIC OPTIMIZATION BY GENETIC ALGORITHMS
498	85276	EFFECTIVE LOGIC COMPUTATION
499	85277	DATA WAREHOUSING
500	85278	WORKING WITH OBJECTS
501	85279	INTERNETWORK MOBILITY
502	85280	AN INTRODUCTION TO REAL-TIME SYSTEMS
503	85281	COMPUTER NETWORKS AND INTERNETS
504	85282	C++ AN INTRODUCTION TO DATA STRUCTURES
505	85283	ELEMENTS OF ML PROGRAMMING
506	85284	MONOGRAPHS IN COMPUTER SCIENCE ON A METHOD OF MULT
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509	85287	ELEMENTS OF THE THEORY OF COMPUTATION

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515	85293	ARTIFICIAL NUERAL NETWORKS
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517	85295	CLASSICAL AND OBJECT ORIENTED SOFTWARE ENGINEERING
518	85296	CLIENT SERVER COMPUTING
519	85297	CLIENT SERVER COMPUTING FOR DUMMIES
520	85298	COMPUTER ALGORITHMS C++
521	85299	COMPUTER AND INTERNET DICTIONARY
522	85300	COMPUTER ARCHITECTURE AND LOGIC DESIGN
523	85301	COMPUTER INTERNET AND MULTIMEDIA DICTIONARY
524	85302	COMPUTERIZING CULTURES
525	85303	COMPUTING ESSENTIALS
526	85304	CONVERTING CONTENT FOR WEB PUBLISHING
527	85305	CORELDRAW 7 BIBLE
528	85306	DATA STRUCTURES AND ALGORITHMS ANALYSIS IN C++
529	85307	DATA STRUCTURES USING C AND C++
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531	85309	DATA STRUCTURES, ALGORITHMS AND APPLICATIONS IN JA
532	85311	DATABASE SYSTEM CONCEPTS
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538	85317	FUZZY AND UNCERTAIN OBJECT ORIENTED DATABASES
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540	85319	STATE OF THE ART IN DIGITAL MAMMOGRAPHIC IMAGE ANA
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545	85324	STRING SEARCHING ALGORITHMS
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550	85329	INSTANT UML
551	85330	AN INTRODUCTION TO GEOGRAPHICAL INFORMATION SYSTEM
552	85331	DATA WAREHOUSING WITH ORACLE
553	85332	PROFESSIONAL SITE SERVER 3.0 COMMERCE EDITION
554	85333	PROFESSIONAL DCOM APPLICATION DEVELOPMENT
555	85334	BEGINNING ATL 3 COM PROGRAMMING
556	85335	INTERNET IN A NUTSHELL
557	85336	LEARNING DCOM
558	85337	WINDOWS NT TCP/IP NETWORK ADMINISTRATION
559	85338	TCP/IP NETWORK ADMINISTRATION
560	85339	DIRECTOR IN A NUTSHELL
561	85340	JAVA FOUNDATION CLASSES IN A NUTSHELL
562	85341	UML IN A NUTSHELL
563	85342	ASP IN A NUTSHELL
564	85343	ATM NETWORKS
565	85344	UNDERSTANDING DIGITAL SIGNAL PROCESSING
566	85345	FRONTIERS ELECTRONIC COMMERCE
567	85346	MFC INTERNALS
568	85347	GRAPHIC JAVA 2: MASTERING THE JFC
569	85348	DISTRIBUTED COM: APPLICATION DEVELOPMENT USING VB

570	85349	DATA WAREHOUSING IN THE REAL WORLD
571	85350	DISTRIBUTED SYSTEMS CONCEPT AND DESIGN
572	85351	INFORMATION SYSTEMS: A MANAGEMENT PERSPECTIVE
573	85352	ASP/MTS/ADSI WEB SECURITY
574	85353	INTERNET CRYPTOGRAPHY
575	85354	DATA MINING
576	85355	INSIDE CORBA
577	85356	MODERN COMPUTER ALGEBRA
578	85357	BEGINNING ACTIVE SERVER PAGES 3.0
579	85358	USING AND MANAGING PPP
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582	85361	TEACH YOURSELF MICROSOFT INTERNET INFORMATION SERV
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593	85373	SOFTWARE REUSE
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596	85376	LINUX KERNEL INTERNALS
597	85377	E-BUSINESS
598	85378	OPERATING SYSTEMS
599	85379	NUMERICAL METHODS USING MATLAB

600	85380	PARALLEL ALGORITHMS AND ARCHITECTURES
601	85381	SAMPLING IN DIGITAL SIGNAL PROCESSING AND CONTROL
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610	85390	MICROPROCESSORS THEORY AND APPLICATIONS
611	85391	MULTIMEDIA PRODUCTION, PLANNING AND DELIVERY
612	85392	MULTIMEDIA GRAPHICS
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614	85394	MULTIMEDIA ON THE WEB
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617	85397	DIGITAL ELECTRONICS
618	85398	PROGRAMMING THE 80286, 80386, 80486 AND PENTIUM-BASE
619	85399	THE OFFICIAL PHOTO CD HANDBOOK
620	85400	DOS AND WINDOWS PROTECTED MODE
621	85401	THE NETWORK TECHNICAL GUIDE
622	85402	WINDOWS CLIENT ADMINISTRATION
623	85403	THE COMPUTER VIRUS PROTECTION HANDBOOK
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625	85405	SECRETS OF RPG/400
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627	85407	TELECOM TODAY
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630	85410	SATELLITE COMMUNICATION
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633	85413	WRITING EXCEL MACROS
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638	85418	COMPUTER/TELECOM INTEGRATION
639	85419	MARKETING INFORMATION PRODUCTS AND SERVICES
640	85420	DIGITAL PRINCIPLES AND APPLICATIONS
641	85421	MULTIMEDIA: MAKING IT WORK
642	85422	DIGITAL COMPUTER ELECTRONICS
643	85423	DICTIONARY OF MULTIMEDIA
644	85424	INTRODUCTION TO COMPUTERS
645	85425	DIGITAL FUNDAMENTALS
646	85426	STATISTICAL THEORY AND COMMUNICATION
647	85427	HARDWARE AND SOFTWARE OF PERSONAL COMPUTERS
648	85428	DELPHI 3 PROGRAMMING
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659	85439	COMPUTER SYSTEMS DESIGN AND ARCHITECTURE

660	85440	MICROPROCESSOR ARCHITECTURE,PROGRAMMING & APPLICAT
661	85441	COMPUTER ARCHITECTURE AND ORGANISATION
662	85442	COMPUTER GRAPHICS OOPS WITH C++
663	85443	FUNDAMENTALS OF DATABASE SYSTEMS
664	85444	ORACLE THE COMPLETE REFERENCE
665	85445	ORACLE DEVELOPER/2000 HANDBOOK
666	85446	COMPUTER GRAPHICS PRINCIPLES AND PRACTICE
667	85447	SYSTEM SOFTWARE
668	85448	THE ART OF COMPUTER PROGRAMMING
669	85449	PROGRAM DESIGN
670	85450	UNIX NETWORK PROGRAMMING
671	85451	INFORMATION SYSTEMS
672	85452	ADOBE ILLUSTRATOR
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674	85454	MODERN SYSTEMS ANALYSIS AND DESIGN
675	85455	A GUIDE TO EXPERT SYSTEMS
676	85456	CAD/CAM
677	85457	SPINNING THE WEB
678	85458	INSIDE 3D STUDIO MAX 2
679	85459	INTRODUCTION TO COMPUTERS
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681	85461	AN INTRODUCTION TO ASSEMBLY LANGUAGE PROGRAMMING &
682	85462	TCP/IP 24 SEVEN
683	85463	COMPUTER NETWORKS
684	85464	INTERNET WORKING THE WAY TO A STRUCTURED NETWORK
685	85465	THE INTERNET BASIC REFERENCE FROM A TO Z
686	85466	UNDERSTANDING DATA COMMUNICATIONS AND NETWORKS
687	85467	INSIDE NETWORKS
688	85468	INTRODUCTION TO COMPUTERS
689	85469	3D STUDIO MAX 3 FUNDAMENTALS

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691	85471	CD-ROM
692	85472	AN INTRODUCTION TO NEURAL NETWORKS
693	85473	ORACLE 8 DBA HANDBOOK
694	85474	INTRODUCTION TO SYSTEMS ANALYSIS AND DESIGN
695	85475	MICROPROCESSORS AND MICROCOMPUTER BASED SYSTEM DES
696	85476	GRAPH THEORY
697	85477	SYSTEMS PROGRAMMING AND OPERATING SYSTEMS
698	85478	THE UNIX PROGRAMMING ENVIRONMENT
699	85479	THE C PROGRAMMING LANGUAGE
700	85480	THE C ANSWER BOOK
701	85481	PERL 5 INTERACTIVE COURSE
702	85483	TEACH YOURSELF PL/SQL IN 21 DAYS
703	85484	THE C++ PROGRAMMING LANGUAGE
704	85485	OBJECT DATABASES AN ODMG APPROACH
705	85486	MICROPROCESSORS AND INTERFACING PROGRAMMING AND HA
706	85487	MICROCOMPUTERS AND MICROPROCESSORS
707	85488	FUNDAMENDAL OF COMPUTERS
708	85489	PRICIPLES OF CMOS VLSI DESIGN
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710	85491	SOFTWARE ENGINEERING
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712	85493	INTRODUCING SYSTEMS ANALYSIS AND DESIGN
713	85494	PURE JAVASCRIPT
714	85495	JAVA SERVLET PROGRAMMING
715	85495	JAVA SERVLET PROGRAMMING
716	85496	CLIENT SERVER PROGRAMMING WITH JAVA AND CORBA
717	85497	DEVELOPING JAVA SERVLETS
718	85498	PROGRAMMING WITH JAVA
719	85499	WINDOWS 2000, COM+, MTS & MSMQ PROGRAMMING BIBLE



720	85500	MASTERING COM AND COM+
721	85501	INSIDE CORBA
722	85503	COM/DCOM UNLEASHED
723	85504	SPECIAL EDITION USING NETWARE 5.0
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727	85508	MICROPROCESSORS AND MICROCOMPUTER BASED SYSTEM DES
728	85509	ISDN AND BROADBAND ISDN WITH FRAME RELAY AND ATM
729	85510	UNIX NETWORK PROGRAMMING
730	85511	A PRACTICAL INTRODUCTION TO PASCAL WITH BS6192
731	85512	DISCRETE-EVENT SYSTEM SIMULATION
732	85513	LINEAR PROGRAMMING
733	85514	MICROPROCESSORS PRINCIPLES AND APPLICATIONS
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735	85516	COMPUTER NETWORKS
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744	85525	CRYPTOGRAPHY AND NETWORK SECURITY
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748	85529	DISCRETE-EVENT SYSTEM SIMULATION
749	85530	COMPUTER ARCHITECTURE AND PARALLEL PROCESSING

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751	85532	INTRODUCTION TO DATA COMMUNICATIONS
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756	85538	INFORMATION SYSTEMS STRATEGY TO DESIGN
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758	85541	INTRODUCTION TO DATA STRUCTURES
759	85542	MICROCOMPUTER SYSTEMS THE 8086/8088 FAMILY
760	85543	ORACLE DESIGNER GENERATION
761	85544	EFFECTIVE PERL PROGRAMMING
762	85545	EMAIL IN A NUTSHELL
763	85546	ENTERPRISE JAVABEANS
764	85547	FINLINE CAD FOR DOS
765	85548	FOUNDATIONS OF INFORMATION SYSTEMS
766	85549	FUNDAMENTAL PHOTOSHOP 4
767	85550	GETTING STARTED WITH SAP R/3
768	85551	HOW THE INTERNET WORKS
769	85552	HOW TO BECOME A WEB MASTER IN 14 DAYS
770	85554	IBM MAINFRAME PROGRAMMER'S DESK REFERENCE
771	85555	IMPLEMENTING TALLY 5.4
772	85556	INFORMATION TECHNOLOGY
773	85557	INTERNET AND INTRANET ENGINEERING
774	85558	INTERNET FOR EVERYONE
775	85559	INTRODUCTION TO AUTOMATA THEORY, LANGUAGES AND COM
776	85560	ISDN CONCEPTS, FACILITIES AND SERVICES
777	85561	JAVA 2 PLATFORM
778	85562	JAVA FOR YOU
779	85563	JAVA FOUNDATION CLASSES

780	85565	MASTERING INTERNET PROGRAMMING
781	85567	MASTERING ORACLE 7 & CLIENT/SERVER COMPUTING
782	85568	MCSE COMPLETE ELECTIVES
783	85569	MICROPROCESSORS AND INTERFACING PROGRAMMING AND HA
784	85572	MOBILE COMPUTING
785	85573	MULTIMEDIA SYSTEMS
786	85574	OBJECT ORIENTED METHODS FOR SOFTWARE DEVELOPMENT
787	85575	OBJECT-ORIENTED DATABASES
788	85576	OPERATING SYSTEMS
789	85577	ORACLE 8 PL/SQL PROGRAMMING
790	85578	ORACLE FINANCIALS HANDBOOK
791	85579	ORACLE PROGRAMMING WITH VISUAL BASIC
792	85580	PARALLEL COMPUTING: THEORY AND PRACTICE
793	85581	PC COMPLETE
794	85582	PC Ph.D. INSIDE PC INTERFACING
795	85583	PROBLEMS OF INFORMATION SCIENCE
796	85584	QUATTRO PRO 5.0 FOR WINDOWS HANDBOOK
797	85585	QUICK COURSE IN MS FOXPRO
798	85587	SAMS TEACH YOURSELF LINUX IN 24 HOURS
799	85588	SAMS TEACH YOURSELF LOTUS NOTES R5 IN 24 HOURS
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801	85591	SCALABLE PARALLEL COMPUTING
802	85592	SECRETS OF DELPHI 2
803	85593	SIMULATION WITH ARENA
804	85594	SNMP NETWORK MANAGEMENT
805	85595	SQL FOR PROFESSIONALS
806	85596	SQL SERVER 7 A BEGINNER'S GUIDE
807	85597	SYBASE AND CLIENT SERVER COMPUTING
808	85598	SYSTEMS ANALYSIS AND DESIGN METHODS
809	85599	TCP/IP

810	85600	TCP/IP AND RELATED PROTOCOLS
811	85601	TEACH YOURSELF ACTIVE X PROGRAMMING IN 21 DAYS
812	85602	TEACH YOURSELF DIGITAL PHOTOGRAPHY IN 14 DAYS
813	85603	TEACH YOURSELF SHELL PROGRAMMING IN 14 DAYS
814	85604	THE COMPLETE JAVA 2 CERTIFICATION STUDY GUIDE
815	85605	THE COMPLETE REFERENCE C++
816	85606	THE COMPLETE REFERENCE VISUAL BASIC 6
817	85607	THE COMPUTER DESKTOP ENCYCLOPEDIA
818	85608	THE INTERNATIONAL DICTIONARY OF DATA COMMUNICATION
819	85609	THE INTERNET GLOSSARY AND QUICK REFERENCE GUIDE
820	85610	THE VERILOG HARDWARE DESCRIPTION LANGUAGE
821	85611	TROUBLE SHOOTING, MAINTAINING & REPAIRING PCS
822	85612	UNIX CONCEPTS & APPLICATIONS
823	85613	UNIX SHELL OBJECTS
824	85614	USING HTML 4, XML AND JAVA 1.2
825	85615	USING ISAPI
826	85616	USING MAC OS 8.5
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828	85618	WEB WAREHOUSING AND KNOWLEDGE MANAGEMENT
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840	85630	DIGITAL DESIGN
841	85631	DIGITAL SIGNAL PROCESSING: A COMPUTER BASED APPROACH
842	85632	STATISTICAL THEORY OF COMMUNICATION
843	85633	DIGITAL COMPUTER ELECTRONICS
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845	85635	COMPUTER GRAPHICS FOR SCIENTISTS & ENGINEERS
846	85636	PRINCIPLES OF TELEPHONY
847	85637	THE COMPLETE GUIDE TO JAVA DATABASE PROGRAMMING
848	85638	EXCHANGE SERVER 5.5 SECRETS
849	85639	DIGITAL INSTRUMENTATION
850	85640	COMPUTERS TODAY
851	85641	MANAGEMENT INFORMATION SYSTEMS
852	85642	INFORMATION SYSTEMS: A MANAGEMENT PERSPECTIVE
853	85643	DIGITAL CIRCUITS AND SYSTEMS
854	85644	OBJECT-ORIENTED PROGRAMMING USING C++
855	85645	FINANCIAL ACCOUNTING ON COMPUTERS USING TALLY
856	85646	MULTIMEDIA: MAKING IT WORK
857	85647	PRINCIPLES OF COMPUTER COMMUNICATION NETWORK DESIGN
858	85649	USING LOTUS NOTES AND DOMINO 4.6
859	85650	TELECOMMUNICATION SWITCHING SYSTEMS AND NETWORKS
860	85651	COMPUTER AIDED DESIGN
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862	85653	MULTIMEDIA AND THE WEB FROM A TO Z
863	85654	PRACTICAL CISCO ROUTERS
864	85655	PRACTICAL NETWORK CABLING
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866	85657	OBJECT-ORIENTED PROGRAMMING LANGUAGES
867	85658	ASP/MTS/ADSI WEB SECURITY
868	85659	FOUNDATIONS OF COMPUTING
869	85660	INTERCONNECTIONS

870	85661	DIGITAL TRANSMISSION
871	85662	THE ART OF COMPUTER PROGRAMMING VOL 3 SORTING AND
872	85663	IP FUNDAMENTALS
873	85664	E-BUSINESS WITH NET.COMMERCE
874	85665	WIRELESS NETWORKING HANDBOOK
875	85666	ADVANCED CISCO ROUTER CONFIGURATION
876	85667	FUNDAMENTALS OF ARTIFICIAL NEURAL NETWORKS
877	85668	ARTIFICIAL INTELLIGENCE A NEW SYNTHESIS
878	85669	WINDOWS 2000, COM+, MTS & MSMQ PROGRAMMING BIBLE
879	85670	OPTIMIZING SQL SERVER 7
880	85671	WEEBCLASSES FROM SCRATCH
881	85672	CORE JAVA 2 VOL 1 FUNDAMENTALS
882	85673	CORE JAVA 2 VOL II - ADVANCED FEATURES
883	85674	FUNDAMENTALS OF SOFTWARE ENGINEERING
884	85675	FOUNDATIONS FOR MICROWAVE ENGINEERING
885	85676	ELEMENTS OF SIGNAL DETECTION & ESTIMATION
886	85677	PROGRAMMING WITH VISUAL AGE FOR JAVA
887	85678	ELECTRONIC COMMUNICATIONS
888	85680	THE UNIFIED MODELING LANGUAGE USER GUIDE
889	85681	MANAGING THE SOFTWARE PROCESS
890	85682	VISUAL COMMUNICATIONS SYSTEMS
891	85683	NETWORKING ESSENTIALS MCSE STUDY GUIDE
892	85684	RED HAT LINUX BIBLE
893	85685	COMMUNICATION SYSTEMS
894	85686	COMMUNICATION SYSTEMS
895	85687	INFORMATION TECHNOLOGY PROJECT MANAGEMENT
896	85688	QUARKXPRESS IN A NUTSHELL
897	85689	HIGH PERFORMANCE COMPUTING
898	85690	NOVELL'S NETWARE 5 HANDBOOK
899	85691	THE DESIGN AND ANALYSIS OF COMPUTER ALGORITHMS

900	85692	ELECTRONIC COMMUNICATION SYSTEMS
901	85693	APPLYING UML AND PATTERNS
902	85694	SOFTWARE QUALITY
903	85695	THE JINI SPECIFICATION
904	85696	DYNAMIC HTML THE DEFINITIVE REFERENCE
905	85697	DYNAMIC WEB PUBLISHING
906	85698	INFORMATION WARFARE AND SECURITY
907	85699	USER-FRIENDLY USING MICROSOFT FRONTPAGE 97
908	85700	HOW COMPUTERS WORK
909	85701	OBJECT-ORIENTED INFORMATION ENGG. ANALYSIS DESIGN
910	85702	STL TUTORIAL AND REFERENCE GUIDE
911	85703	LINUX DEVICE DRIVERS
912	85704	DNS ON WINDOWS NT
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1745	112038	CICS APPLICATION DESIGN
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1750	112043	CCNP 4:NETWORK TROUBLE SHOOTING
1751	112044	THE C ANSWER BOOK
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1753	112046	THE INTEL MICROPROCESSORS
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1756	112049	CCNP 2:REMOTE ACCESS
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1758	112051	CCN :FUNDAMENTALS OF UNIX
1759	112052	THE JAVA PROGRAMMING LANGUAGE
1760	112053	OBJECT ORIENTED PROGRAMMING IN VISUAL BASIC .NET
1761	112054	INTERNET AND WORLD WIDE WEB
1762	112055	VISUAL C # .NET 2003 (MICROSOFT)
1763	112056	MULTIMEDIA: COMPUTING COMMUNICATIONS & APPLICATION
1764	112057	PROGRAMMING FOR EMBEDDED SYSTEMS
1765	112058	DATA STRUCTURES THROUGH C
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1768	112062	THE PRACTICE OF SYSTEM AND NETWORK ADMINISTRATION
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1770	112064	INTER CONNECTIONS
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1773	112067	COMPUTER NETWORKING FIRST STEPS
1774	112068	INFORMATION THEORY, INFERENCE & LEARNING ALGORITHM
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1778	112072	GRID COMPUTING
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1784	112078	CELLULAR NEURAL NETWORKS AND VISUAL COMPUTING
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1789	112083	PROGRAMMING WITH ANSI AND TURBO C
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1797	113537	DIGITAL COMPRESSION FOR MULTIMEDIA
1798	113538	LOSSLESS COMPRESSION HANDBOOK
1799	114098	Object Oriented Programming in Turbo C++

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1801	114100	Object Oriented Programming in Turbo C++
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1819	114118	Discrete Mathametical Structure with Application
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1859	114159	Artificial Intelligence: -A Modern Approach

1860	114160	Artificial Intelligence: -A Modern Approach
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1862	114162	Multimedia making it work
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1907	114236	Internet & World WideWeb : How to program
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1910	114239	Computer System Architecture
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1915	114244	The Complete Reference - Java 2
1916	114245	The Complete Reference - Java 2
1917	114246	The Complete Reference - Java 2
1918	114247	The Complete Reference - Java 2
1919	114248	The Complete Reference - Java 2



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1922	114251	Mathematical Statistics
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1924	114337	Multimedia Making it work
1925	114339	Analysis and Design of Information System
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1934	114348	Computer System Architecture
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1946	114360	Data Mining Techniques
1947	114361	Data Mining Techniques
1948	114362	The Essential Client/ Server survival guide
1949	114363	The Essential Client/ Server survival guide

1950	114364	The Essential Client/ Server survival guide
1951	114365	The Essential Client/ Server survival guide
1952	114366	The Essential Client/ Server survival guide
1953	114367	Fundamentals of Data Strucrures in C++
1954	114368	Fundamentals of Data sstructures in C++
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1960	114374	Computer Graphics :- C version
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1963	114377	Computer Graphics :- C version
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1980	114394	OPERATING SYSTEM CONCEPTS
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1982	114576	DIGITAL SIGNAL PROCESSING
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1988	114583	TCP/IP PROTOCOL SUITE
1989	114584	MODEL UGC NET/SLET COMPUTER SCIENCE
1990	114585	COMPUTER SCIENCE AND ENGINEERING
1991	114586	CLIENT-SERVER COMPUTING
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1997	114592	OPERATING SYSTEMS
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1999	114594	THE LINUX TCP/IP STACK
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2006	114603	OBJECT ORIENTED SOFTWARE ENGINEERING
2007	114604	Quantitative apttitude
2008	114605	NETWORKING HANDBOOK
2009	114606	INTERNETWORKING WITH TCP/IP VOLUME I

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2011	114609	EMBEDDED SYSTEMS,ARCHITECTURE PROGRAMMING AND DESI
2012	114610	FUZZY LOGIC WITH ENGINEERING APPLICATIONS
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2031	114631	SOFTWARE RELIABILITY ENGINEERING
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2033	114633	THE COMPLETE REFERENCE J2EE
2034	114634	CLIENT SERVER COMPUTING
2035	114635	IBM PC ASSEMBLY LANGUAGE AND PROGRAMMING
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2039	114640	USING INFORMATION TECHNOLOGY

2040	114641	MOLECULAR CELL BIOLOGY
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2230	115561	THE MICROSOFT DATA WAREHOUSE TOOL KIT
2231	115562	C++ PROGRAMMING
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2233	115564	BEGINNING JAVA OBJECTS
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2249	116804	ASTERISK THE ARTS OF COMPUTER PROGRAMMING

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2257	116834	MECHATRONICS
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2260	116838	ADVANCED DELPHI DEVELOPERS GUIDE TO ADD
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2276	116854	JAVA SERVLETS AND JSP
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