

Reference Book for UGC-NET/JRF Computer Science and Application

Discrete Mathematics

1. Discrete Mathematics - **Seymour Lipschutz**
2. Discrete Mathematical Structure - **Bernard Kolman, Robert C. Busby**

Theory of Computation

1. Introduction to Automata Theory, Languages and Computation - **John E. Hopcroft and Ullman**
2. Algorithms and Theory of Computation Hand Book - **Horwitz Sahaney**
3. An Introduction to Formal Languages and Automata - **Peter Linz**

Graph Theory

1. Graph Theory with Applications to Engineering and Computer Science - **Narsingh Deo**

Computer Arithmetic

1. Digital Logic and Computer Design - **M. Morris Mano**

Programming in C and C++

1. The C Programming Language - **Dennis M. Ritchie**

Relational Design and Database

1. Fundamentals of Database Systems - **Ramez Elmasri, Navathe**

Data and File Structure

1. Data structure using C - **Tenenbaum, Langsam and Augenstein**

Computer Networks

1. Computer Networks - **Andrew S. Tanenbaum**
2. Data and Computer Communications - **William Stallings**

System Software & Compilers (including Microprocessor)

1. Microprocessor Architecture, Programming and Applications with the 8085 - **Ramesh S. Gaonkar**
2. Compilers: Principles, Techniques and Tools - **Aho, Lam, Sethi and Ullman**

Operating Systems with Unix

1. Operating System Concepts - **Galvin and Silberschatz**
2. Operating Systems Internals and Design Principles - **William Stallings**
3. Unix-Concepts and Applications - **M. J. Back, S. Das**

Software Engineering

1. Software Engineering A Practitioner's Approach - **Roger S. Pressman**

Computer Graphics

1. Introduction to Computer Graphics - **Hearn and Baker, Rogers**

Programming and Algorithm

1. Introduction to Algorithms - **Cormen, Leiserson, Rivest and Stein**
2. Database System Concepts- **Henry Korth**
3. An Introduction to Database System - **Bipin C. Desai**

System Software & Compilers (including Microprocessor)

1. Microprocessor Architecture, Programming and Applications with the 8085 - **Ramesh S. Gaonkar**
2. Compilers: Principles, Techniques and Tools - **Aho, Lam, Sethi and Ullman**

Software Engineering

1. Software Engineering A Practitioner's Approach - **Roger S. Pressman**

Computer Graphics

1. Introduction to Computer Graphics - **Hearn and Baker, Rogers**

Artificial Intelligence

1. Artificial Intelligence - **Elaine Rich and Kevin Knight**

Current Trends and Technologies

1. Introduction to Parallel Computing - **M. J. Quinn**