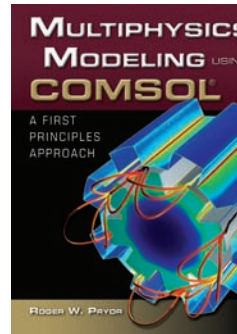
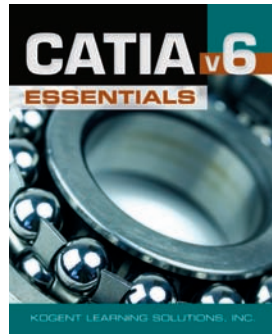
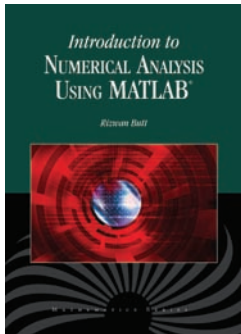
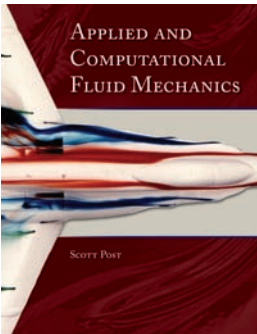
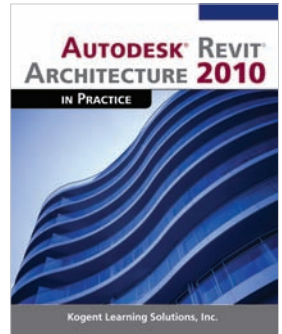
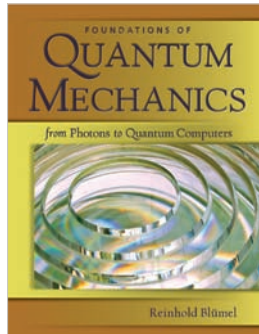
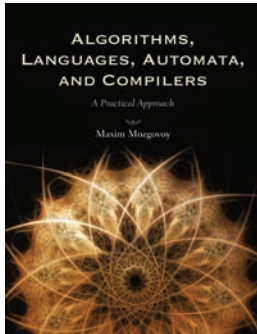
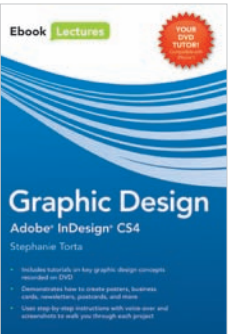
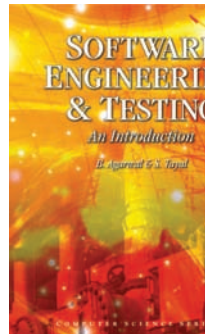
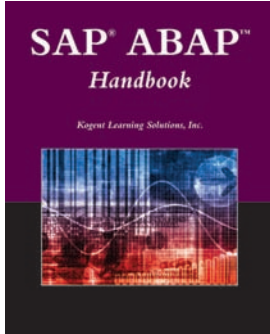
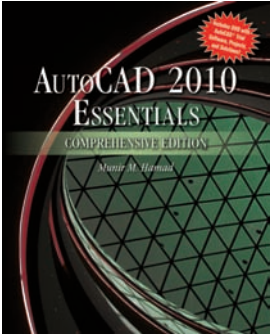


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LETTER FROM THE EDITOR

As many of you know, ISP was acquired by Jones & Bartlett Publishers in October 2008, and we look forward to the many new resources they have to offer—especially in the educational and retail channels.

During the spring of 2010, we will offer 23 new titles in areas such as Game Development, Physics, Heat Transfer, SAP®, Digital Signal Processing, AutoCAD®, and more.

Our titles are designed primarily for the educational and professional/reference markets, and we continue to provide you with quality content at reasonable prices. Most of our titles are accompanied by software that includes simulations, videos, programs, etc., which help to illustrate and enhance the content in the books and to provide applications of the latest releases. We appreciate your continued support.

David Pallai
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A Note about Student and Instructor Resources

Many of our textbooks are accompanied by online instructor and student resources. Wherever these resources are available, they are noted as follows:

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AE = Answers to Example Questions
CW = Companion Web Site
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PP = PowerPoint Slides
SL = Sample Syllabus

Student Resources:

CD = CD-ROM
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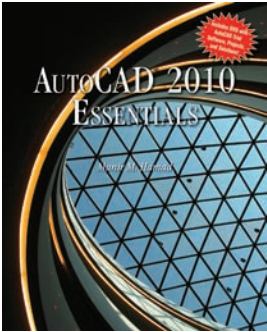
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Previously Announced!

AutoCAD® 2010 Essentials

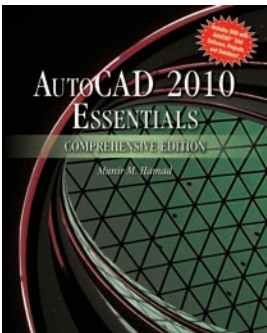
Munir Hamad

Unlike many AutoCAD competitors, this book covers only the basics and uses “mixed units”—inches, meters, feet, kilometers, etc., to illustrate the myriad drawing and editing tools for this popular application.

AutoCAD® 2010 Essentials includes 21 “workshops,” that complete small projects—from concept through actual plotting. Solving all of the workshops will simulate the creation of a “real life” project from beginning to end, without overlooking any of the basic commands and functions in AutoCAD 2010.

ISBN-13: 978-0-7637-7629-9 • \$52.95* • Discount: CT
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NEW!

AutoCAD® 2010 Essentials

Comprehensive Edition

Munir Hamad

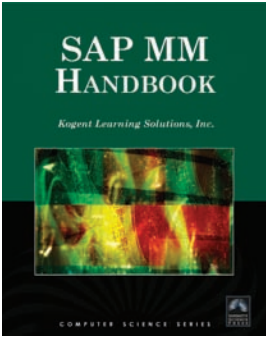
This book covers all of the basics of Level 1 and Level 2 AutoCAD concepts. It uses “mixed units” e.g., inches, meters, feet, kilometers, etc., to illustrate the myriad drawing and editing tools for this popular application. Use the DVD to set up all the drawing lessons and projects in the text, see all of the book’s figures in color, and draw with a trial version of AutoCAD 2010. This comprehensive edition includes 94 “workshops,” that complete small projects—from concept through actual plotting. Solving all of the workshops will simulate the creation of a “real life” project from beginning to end, without overlooking any of the basic commands and functions in AutoCAD 2010.

Table of Contents:

Chapter 1: Introduction to AutoCAD 2010. Chapter 2: Drafting Using AutoCAD 2010. Chapter 3: How to Set Up Your Drawing. Chapter 4: A Few Food Construction Commands. Chapter 5: Modifying Commands. Chapter 6: Dealing with Blocks. Chapter 7: Hatching. Chapter 8: Text and Tables. Chapter 9: Dimensioning Your Drawing. Chapter 10: Plotting Your Drawing. Chapter 11: Advanced Objects. Chapter 12: Advanced Techniques. Chapter 13: Parametric Constraints & Advanced Block Techniques. Chapter 14: External Referencing (XREF). Chapter 15: Sheet Sets. Chapter 16: CAD Standards & Advanced Layers. Chapter 17: Autodesk Design Review & Markup Set Manager

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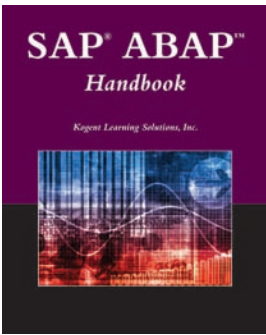
NEW!
Available March 2010

SAP® MM Handbook

Kogent Learning Solutions, Inc.

Integrated with other modules such as SD, PP, and QM, Materials Management is used for procurement and inventory management. This comprehensive text includes all the major concepts related to SAP MM functionality, technical configuration, and implementation. A complete glossary of terms has been included to help the reader understand the myriad terms associated with this SAP module. The book serves as an excellent reference for both earlier and newer versions of SAP or as a comprehensive review for certification.

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NEW!

SAP® ABAP™ Handbook

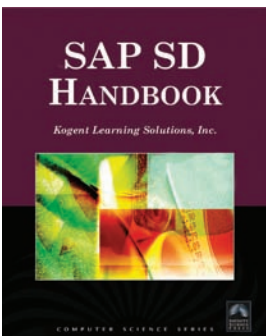
Kogent Learning Solutions, Inc.

Designed as a comprehensive reference for programmers and SAP users or as review for certification, this book includes all the major concepts related to ABAP programming. With an easy-to-follow writing style, it begins with an explanation of the SAP ERP system and progresses to the architecture of SAP R/3 to SAP ERP ECC 6.0. A complete glossary of terms is included to help the reader understand the myriad terms and programming issues associated with this language.

Topics covered include:

Dialogs; ABAP dictionary; Error messages; Programming in the ABAP Editor; Busines Add-Ins; SAPscript; Internal tables; Accessing data in a SAP system; Modularization techniques.

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SAP® SD Handbook

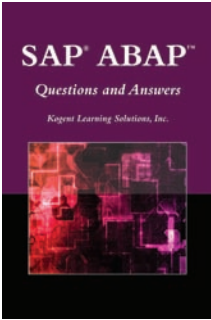
Kogent Learning Solutions, Inc.

Integrated with other modules such as MM, PP, and QM, Sales and Distribution is used to handle the sales inventory control, warehousing, and back-office functions. This comprehensive reference includes all major concepts related to SAP SD functionality, technical configuration, and implementation. A complete glossary of terms has been included to help the reader understand the myriad terms associated with this SAP module. The book serves as an excellent reference for both earlier and newer versions of SAP or as a comprehensive review for certification.

Topics Covered Include:

Invoicing; Distribution points; Backorder processing; Account determination; Material master; Transaction codes; Partner procedures; Rebates and refunds; Interfaces; Condition types; Inventory issues; Administration tables.

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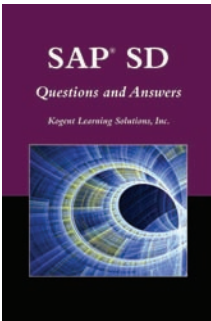
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SAP® ABAP™ Questions and Answers

Kogent Learning Solutions, Inc.

Designed as an introduction to the basics of ABAP or as a quick certification review, this book guides the reader through the intricacies of this programming language used by SAP components and applications (e.g., R/3, NetWeaver, etc.). It is currently positioned, alongside the more recently introduced Java, as the language for programming SAP's Web Application Server, part of its NetWeaver platform for building business applications. The question and answer format provides the reader with all of the details to pass certification exams in a step-by-step, easy to read, method of instruction.

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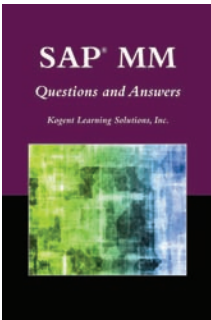
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SAP® SD Questions and Answers

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Designed for SAP users as a quick reference or for computer science and business students, this book includes all the major concepts related to SAP SD functionality, technical configuration, and implementation in an easy-to-understand question and answer format. This accessible format allows the reader to quickly find the questions on specific subjects and provides all of the details to pass certification exams in a step-by-step, easy-to-read method of instruction.

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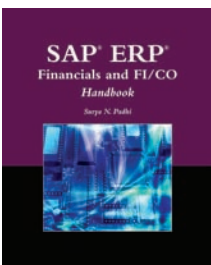
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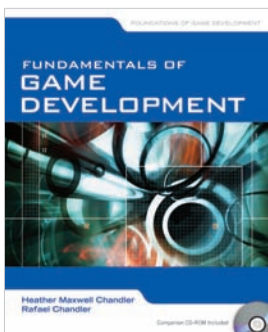
NEW!
Available December
2009

SAP® ERP Financials and FICO Handbook

S. N. Padhi

This up-to-date quick reference guide helps the reader through the most popular SAP module. It includes material on SAP ERP Financials, SAP FICO, and SAP R/3. This book covers fifty common business situations related to ERP Financials and FICO and provides practical solutions for them. In addition, the book begins with over 200 FAQs and certification questions for those who need a quick review of the material. A CD-ROM with FICO templates, short cuts, and color figures from the book is included with the text.

ISBN-13: 978-0-7637-8080-7 • \$57.95* • Discount: CT
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NEW!
Available March 2010

Fundamentals of Game Development

Heather Maxwell Chandler, Founder and Executive Producer, Media Sunshine, Inc.
Rafael Chandler

Written by veterans who are currently working in the game industry, *Fundamentals of Game Development* is unique because it provides the practical aspects of the processes involved in developing and completing game projects. Ideal for introductory game development and game production courses the book covers history, game genre, design, story-telling, character creation, pre-production, code release, career descriptions, and more.

ISBN-13: 978-0-7637-7895-8 • \$69.95* • Discount: CT

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Game Engine Gems

Volume One

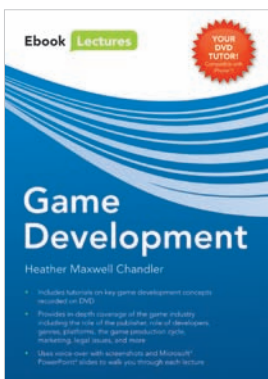
Eric Lengyel

Game Engine Gems brings dozens of brand new articles from leading software engineering professionals together in a single volume. Each “gem” in this book presents a previously unpublished technique related to game engines and real-time virtual simulations, and each one is supported by many years of experience and wisdom possessed by the authors. Specific topics include rendering techniques, shaders, scene organization, visibility determination, collision detection, audio, user interface, input devices, memory management, artificial intelligence, resource organization, and cross-platform considerations.

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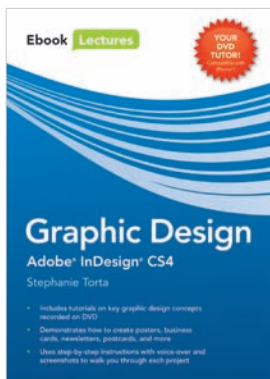
Ebook Lectures: Game Development

Heather Maxwell Chandler, Founder and Executive Producer, Media Sunshine, Inc.

Designed for mastery of subjects through self-study without the use of printed books, these full-length lectures provide general information on the game development process using Microsoft® PowerPoint® slides and screenshots from software applications or the Internet. The lectures are geared towards students who are learning about game production and how games are made from concept to release. The lectures provide a broad overview on the game development process, including pre-production, production, testing, and code release, and information on how game developers, publishers, marketing, sales, and PR all work together to release a game. Each of the five lectures is approximately fifty minutes long.

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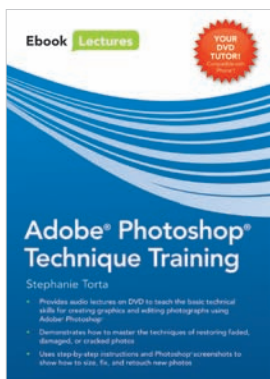
Ebook Lectures: Graphic Design

Stephanie Torta

Designed for mastery of graphic design concepts through self-study without the use of printed books, students watch and listen to full-length training sessions that cover key topics using Adobe InDesign CS4, along with some Adobe Photoshop CS4 techniques. Each lecture teaches the processes of combining text and graphics to communicate an effective message.

- Adobe InDesign and Photoshop integrated throughout lectures
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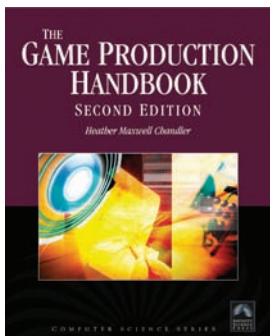
Ebook Lectures: Adobe® Photoshop® Technique Training

Stephanie Torta

Designed for mastery of subjects through self-study without the use of printed books, these full-length lectures enable students to watch and listen as they cover key topics using Adobe® Photoshop®. Master the basic technical skills of Adobe Photoshop, the techniques of restoring older photos, touching up images and editing photos, saving files, layering, and more. Learn to size, fix, and retouch new photos, red-eye, skin color, and other key features.

- Photoshop and Microsoft® PowerPoint slides integrated throughout lectures
- Exercises, projects, and simulations supplement concepts

ISBN-13: 978-0-7637-8194-1 • \$49.95* • Discount: CT
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The Game Production Handbook Second Edition

Heather Maxwell Chandler, Founder and Executive Producer, Media Sunshine, Inc.

This handbook presents information that a producer, lead, or studio manager needs to know in order to successfully develop a game from concept to gold master. The general game development topics are covered, along with more specific topics such as how to organize voice-over and mo-cap shoots, creating cinematics, and working with marketing. New material includes information on project and personnel management, new technologies, online gaming issues and middleware, and updated examples from next-generation games. A fictitious game project is used to fully illustrate the production cycle, documentation, and other production concepts. Included is a CD-ROM with all the templates/forms.

ISBN-13: 978-1-9340-1540-7 • \$64.95* • Discount: CT
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Web 2.0 Fundamentals for Developers

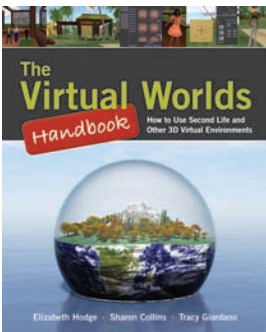
Oswald Campesato, Kevin Nilson

Designed for technically oriented people of all levels, this book covers the most recent developments in Web 2.0 programming topics and applications, including up-to-date material on cloud computing, Comet, HTML5, and semantic technology. The accompanying CD-ROM and companion website provide code samples from the book, an extensive set of links for supplemental material, figures from the text, updated versions of sample applications, and also links for Twitter and Facebook accounts for this book.

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+ Student Resources: CD



The Virtual Worlds Handbook

How to Use Second Life® and Other 3D Virtual Environments

Elizabeth Hodge, PhD, Sharon Collins, Tracy Giordano

This handbook, with CD-ROM, provides a user-friendly approach that will help trainers and educators create an effective and interactive environment within the Second Life virtual world. This book was written to help the novice user tackle the natural learning curve while providing the experienced user with tips, tools, and tricks to help any educator or trainer meet their professional goals faster. The opportunities using virtual reality are limitless and provide online students with a unique opportunity to connect both physically and educationally to one another, to faculty, to university, and to a worldwide market.

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+ Student Resources: CD



Computer Forensics

Computer Crime Scene Investigation
Third Edition

John R. Vacca

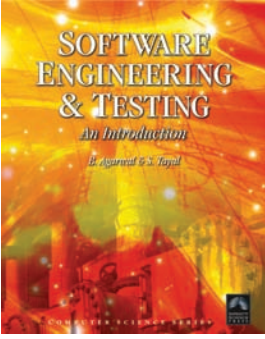
This book provides an organization with a legal method for handling computer misuse as well as a means for securing sensitive data and identifying compromised systems. It includes a comprehensive introduction to computer forensics investigative techniques and provides readers with the knowledge and skills required to conduct a computer forensics investigation from initial discovery to completion. Readers will also learn how to exploit your organization's Computer Incident Response Team (CIRT); collect, manage, and record digital evidence; and leverage powerful software tools and techniques to uncover hidden or deleted information.

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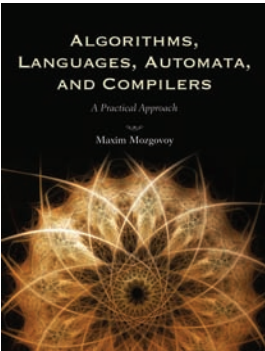
Software Engineering and Testing

B.B. Agarwal, M. Gupta, S.P. Tayal

Designed for an introductory software engineering course or as a reference for programmers, this text uses both theory and applications to design reliable, error-free software. It covers life-cycle models, software specifications, testing techniques, writing effective source code, and more. A CD-ROM with source code and third-party software engineering applications accompanies the book.

ISBN-13: 978-1-9340-1555-1 • \$62.95* • Discount: CT
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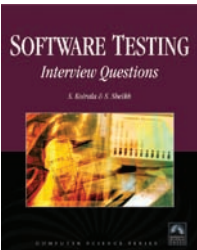
Algorithms, Languages, Automata, & Compilers A Practical Approach

Maxim Mozgovoy, University of Joensuu (Finland)

This text covers the standard “theory of computing” topics through a strong emphasis on practical applications. The topics that form a foundation of modern programming are discussed—first with theoretical orientation, and then applied through programming code and examples. JFLAP projects and applications are integrated throughout the book, and C# is used for all code.

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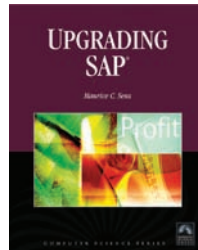


Software Testing

S. Koirala, S. Sheikh

ISBN-13: 978-1-9340-1524-7
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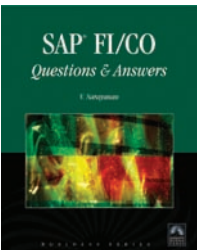


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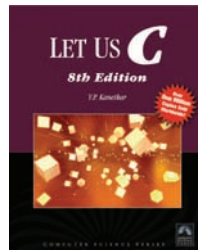


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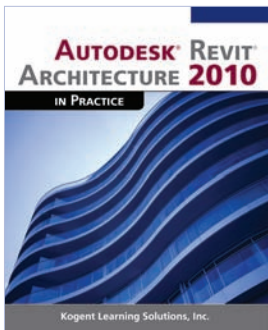


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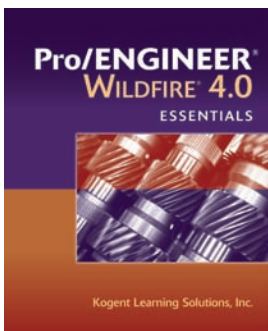
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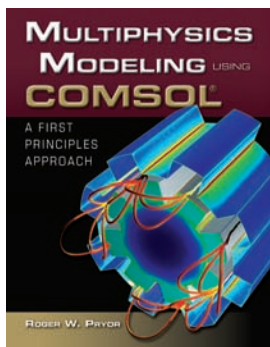
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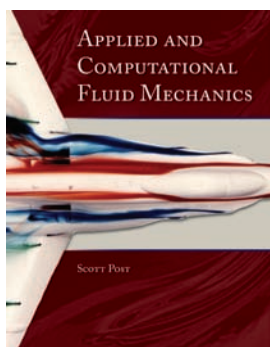
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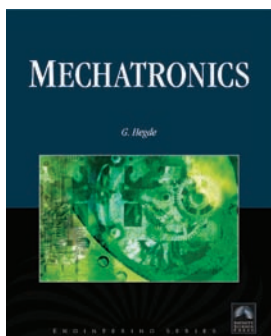
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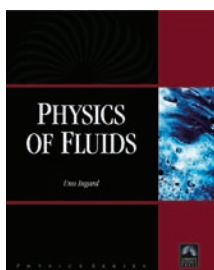
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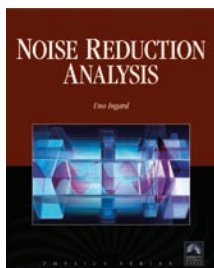
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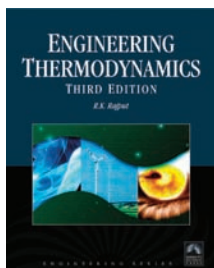


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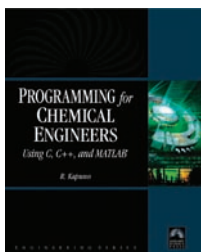
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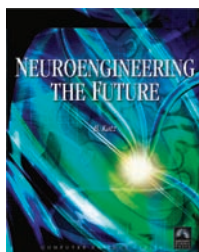


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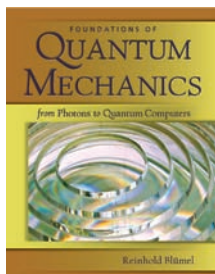
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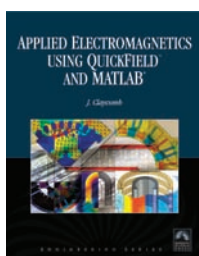
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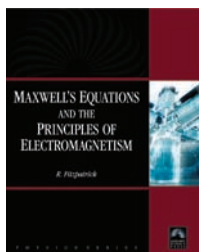
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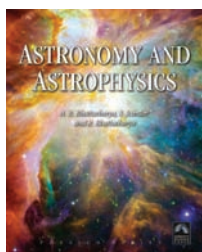
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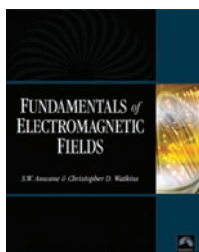
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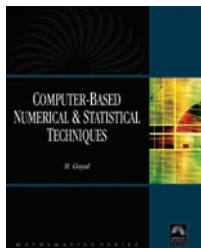
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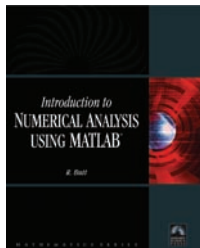


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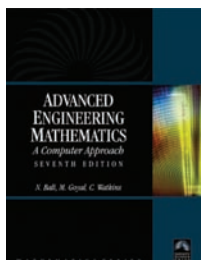


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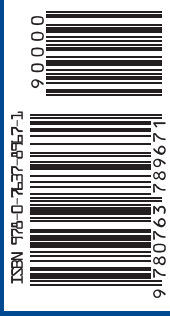
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