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
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 Augenstei

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

Operating Systems with Unix

1. Operating System Concepts - Galvin and Silberschatz
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

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1. Microprocessor Architecture, Programming and Applications with the 8085 - Ramesh S. Gaonkar

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