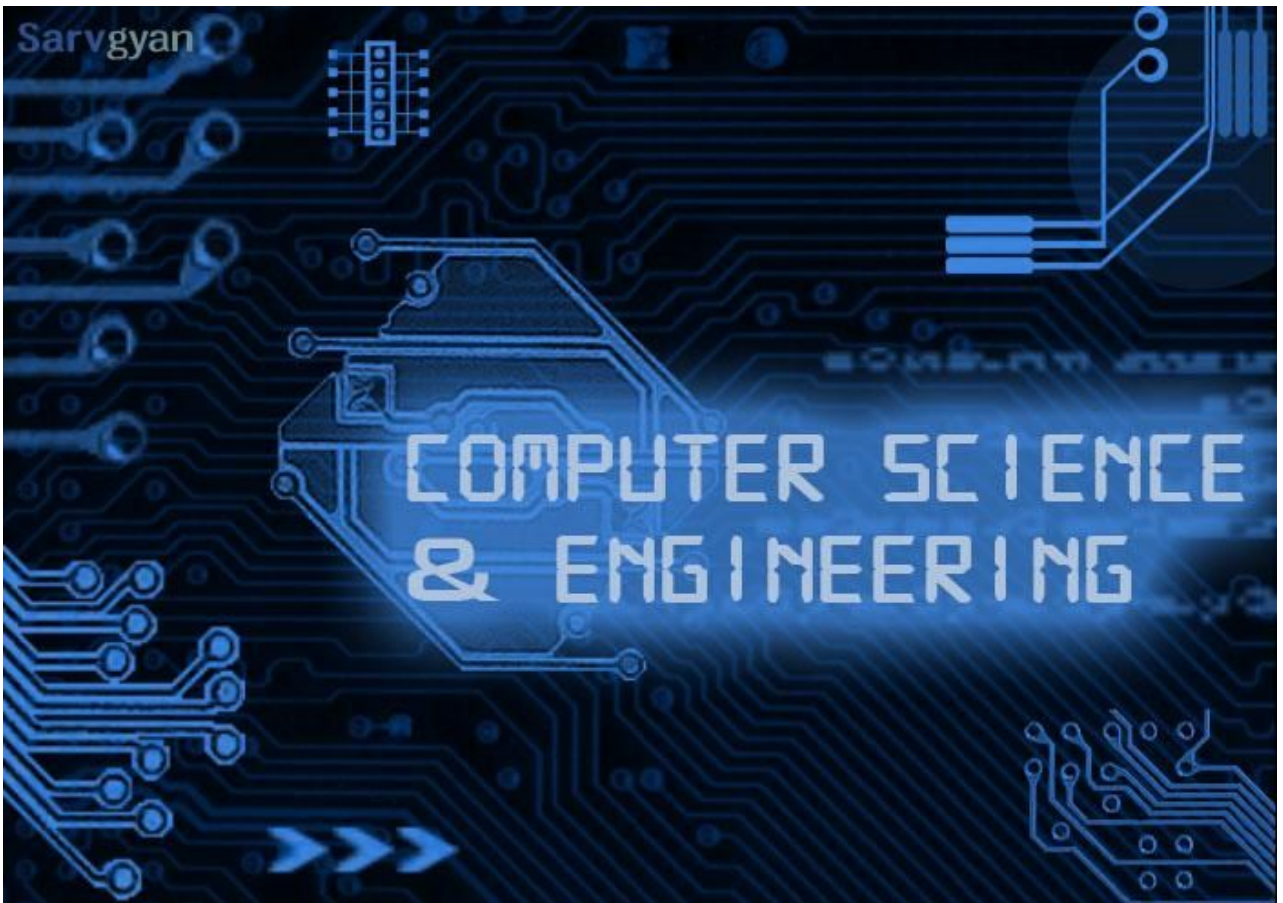


Principles of Computer Science: A Compendium of Video Lectures

Hammad Ur Rahman



Foreword

The single most important factor determining the quality of education at school, college or university levels is the quality of available faculty. At good universities the ratio of PhD level faculty to students is 1: 10 or even less. At the University of Cambridge where I happen be an Honorary Life Fellow (Kings College) it is 1:6. The quality of education and research at Cambridge is reflected from the fact that over 90 Nobel Prizes have been awarded to senior researchers associated with Cambridge University. Clearly it will take decades for universities in developing countries to reach those standards even if there are visionary governments providing liberal financial support.

However, there is hope. The manner in which education is being imparted is undergoing radical changes and distance education is allowing developing countries to benefit from lectures delivered by leading academicians from top Western Universities through Massive Open Online Courses (MOOCs). We launched an integrated version of MOOCs a few years ago which contains tens of thousands of lectures in various disciplines at school, college and university level from MIT, Stanford, Yale, University of California, Khan Academy and other institutions. These are freely available at www.lej4learning.com.pk

Another exciting initiative by us is the in the form of books without any text --- containing just video links under different headings and sub headings to lectures by leading professors. This should bring about a paradigm shift in the manner in which teaching is imparted as it will allow both students and teachers to study the materials in advance and free the class room time for discussion sessions so that concepts can be discussed and clarified. The first such book on chemical sciences, entitled “Basic Principles of Organic Chemistry – A Compendium of Video-Lectures”, was published early in 2016 and it has a Foreword by the Nobel Laureate Prof. Jean-Marie Lehn (Strasbourg, France). The present book by my grandson Hammad-Ur-Rahman represents a valiant effort in computer science, and it is suitable for undergraduate and postgraduate students. It contains

lectures by leading professors from MIT, Yale, University of California and other institutions.

I would like to congratulate Hammad, who is studying at A-levels in Karachi Grammar School, for the excellent work done and hope that it will be useful for students and researchers all over the world.

Atta-Ur-Rahman FRS, NI, HI, SI, TI

Professor Emeritus

University of Karachi

Honorary Life Fellow,

Kings College, Cambridge University

Preface:

I am a student in Karachi Grammar School currently doing my A levels. This project was given to me by my grandfather Dr. Atta Ur Rahman as a part of an internship at HEJ Research Institute of Chemistry, University of Karachi. Compiling this video book has been an enjoyable and remarkable learning experience for me.

I believe video books such as this are essential in this day and age. Education standards in Pakistan have been declining with Pakistan having one of the lowest literacy rates in the world and according to the United Nations Educational, Scientific and Cultural Organization (UNESCO), standing at 160th in total countries of the world. One of the main concerns is the lack of high quality teachers and the high cost of education. In view of the foregoing challenges, our system of education calls for a change. We have to develop schemes of education so that complete and harmonious improvement can be possible. Through these video books, students can acquire education through lectures by eminent experts in some of the most prestigious universities of the world absolutely free of cost, which should help in massively raising education standards worldwide.

Hammad Ur Rahman

CONTENTS

1.	Chapter 1: Introduction to Computer Science Programming	6
2.	Chapter 2: Mathematics of Computer Science.....	11
3.	Chapter 3: Introduction to Algorithms	14
4.	Chapter 4: Design and Analysis of Algorithms	17
5.	Chapter 5: Data Structure and Algorithms	21
6.	Chapter 6: Artificial Intelligence	25
7.	Chapter 7: Structure and Interpretation of Computer Programming	28
8.	Chapter 8: Computer System Security	31
9.	Chapter 9: Information and Entropy	34
10.	Chapter 10: Advanced Data Structures	36
11.	Chapter 11: Computer Graphics (Urdu)	39
12.	Chapter 12: Object-Oriented Programming (Urdu)	43
13.	Chapter 13: Visual Programming (Urdu)	46
14.	Chapter 14: Web Design and Development (Urdu)	49
15.	Chapter 15: Information Systems (Urdu)	53

Introduction to Computer Science Programming

Unit 1

1.1. Introduction

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-1-introduction-to-6.00/#?w=535>

1.2. Core elements of a program

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-2-core-elements-of-a-program/#?w=535>

1.3. Problem Solving

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-3-problem-solving/#?w=535>

1.4. Machine Interpretation of a program

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-4-machine-interpretation-of-a-program/>

1.5. Objects in Python

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-5-objects-in-python/#?w=535>

1.6. Recursion

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-6-recursion/#?w=535>

1.7. Debugging

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-7-debugging/#?w=535>

1.8. Efficiency and order of growth

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-8-efficiency-and-order-of-growth/#?w=535>

1.9. Memory and search methods

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-1/lecture-9-memory-and-search-methods/#?w=535>

Unit 2

1.10. Hashing and Clashes

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-10-hashing-and-classes/#?w=535>

1.11. OOP and Inheritance

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-11-oop-and-inheritance/#?w=535>

1.12. Introduction to Simulation and random walks

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-12-introduction-to-simulation-and-random-walks/#?w=535>

1.13. Basic probability and Plotting data

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-13-some-basic-probability-and-plotting-data/#?w=535>

1.14. Sampling and Monte Carlo Simulation

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-14-sampling-and-monte-carlo-simulation/#?w=535>

1.15. Statistical Thinking

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-15-statistical-thinking/#?w=535>

1.16. Using randomness to solve non-random problems

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-16-using-randomness-to-solve-non-random-problems/#?w=535>

1.17. Curve Fitting

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-17-curve-fitting/#?w=535>

1.18. Optimization Problems and Algorithms

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-18-optimization-problems-and-algorithms/#?w=535>

1.19. More optimization and Clustering

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-2/lecture-19-more-optimization-and-clustering/#?w=535>

Unit 3

1.20. More Clustering

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-3/lecture-20-more-clustering/#?w=535>

1.21. Using graphs to model problems, part 1

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-3/lecture-21-using-graphs-to-model-problems-part-1/#?w=535>

1.22. Using graphs to model problems, part 2

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-3/lecture-22-using-graphs-to-model-problems-part-2/#?w=535>

1.23. Dynamic Programming

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-3/lecture-23-dynamic-programming/#?w=535>

1.24. Avoiding Statistical Fallacies

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-3/lecture-24-avoiding-statistical-fallacies/#?w=535>

1.25. Queuing Network Models

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-3/lecture-25-queuing-network-models/#?w=535>

1.26. What do Computer Scientists do

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-00sc-introduction-to-computer-science-and-programming-spring-2011/unit-3/lecture-26-what-do-computer-scientists-do/#?w=535>

Mathematics of Computer Science

2.0. Introduction and Proofs

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-1-introduction-and-proofs>

2.2. Induction

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-2-induction>

2.3. Strong Induction

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-3-strong-induction>

2.4. Number Theory I

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-4-number-theory-i>

2.5. Number Theory II

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-5-number-theory-ii>

2.6. Graph Theory and Coloring

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-6-graph-theory-and-coloring>

2.7. Matching Problems

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-7-matching-problems>

2.8. Graph Theory II: Minimum Spanning Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-8-graph-theory-ii-minimum-spanning-trees>

2.9. Communication Networks

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-9-communication-networks>

2.10. Graph Theory III

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-10-graph-theory-iii>

2.11. Relations, Partial Orders and Scheduling

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-11-relations-partial-orders-and-scheduling>

2.12. Sums

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-12-sums>

2.13. Sums and Asymptotics

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-13-sums-and-asymptotics>

2.14. Divide and Conquer Recurrences

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-14-divide-and-conquer-recurrences>

2.15. Linear Recurrences

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-15-linear-recurrences>

2.16. Counting Rules

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-16-counting-rules-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-17-counting-rules-ii>

2.17. Probability Introduction

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-18-probability-introduction>

2.18. Conditional Probability

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-19-conditional-probability>

2.19. Independence

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-20-independence>

2.20. Random Variables

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-21-random-variables>

2.21. Expectation

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-22-expectation-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-23-expectation-ii>

2.22. Large Deviations

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-24-large-deviations>

2.23. Random Walks

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2010/video-lectures/lecture-25-random-walks>

Introduction to Algorithms

3.1. Algorithmic Thinking, Peak Finding

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-1-algorithmic-thinking-peak-finding>

3.2. Models of Computation, Document Distance

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-2-models-of-computation-document-distance>

3.3. Insertion Sort, Merge Sort

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-3-insertion-sort-merge-sort>

3.4. Heaps and Heap Sort

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-4-heaps-and-heap-sort>

3.5. Binary Search Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-5-binary-search-trees-bst-sort>

3.6. AVL Trees, AVL Sort

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-6-avl-trees-avl-sort>

3.7. Counting Sort, Radix Sort, Lower Bounds for Sorting

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-7-counting-sort-radix-sort-lower-bounds-for-sorting>

3.8. Hashing with Chaining

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-8-hashing-with-chaining>

3.9. Table Doubling, Karp-Rabin

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-9-table-doubling-karp-rabin>

3.10. Open Addressing, Cryptographic Hashing

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-10-open-addressing-cryptographic-hashing>

3.11. Integer Arithmetic, Karatsuba Multiplication

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-11-integer-arithmetic-karatsuba-multiplication>

3.12. Square Roots, Newton's Method

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-12-square-roots-newtons-method>

3.13. Breadth-First Search

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-13-breadth-first-search-bfs>

3.14. Depth-First Search, Topological Sort

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-14-depth-first-search-dfs-topological-sort>

3.15. Single-Source Shortest Paths Problem

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-15-single-source-shortest-paths-problem>

3.16. Dijkstra

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-16-dijkstra>

3.17. Bellman Ford

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-17-bellman-ford>

3.18. Speeding up Dijkstra

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-18-speeding-up-dijkstra>

3.19. Dynamic Programming I: Fibonacci, Shortest Paths

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-19-dynamic-programming-i-fibonacci-shortest-paths>

3.20. Dynamic Programming II: Text Justification, Blackjack

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-20-dynamic-programming-ii-text-justification-blackjack>

3.21. Dynamic Programming III: Parenthesization, Edit Distance, Knapsack

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-21-dp-iii-parenthesization-edit-distance-knapsack>

3.22. Dynamic Programming IV: Guitar Fingering, Tetris, Super Mario Bros.

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-22-dp-iv-guitar-fingering-tetris-super-mario-bros>

3.23. Computational Complexity

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-23-computational-complexity>

3.24. Topics in Algorithms Research

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-006-introduction-to-algorithms-fall-2011/lecture-videos/lecture-24-topics-in-algorithms-research>

Design and Analysis of Algorithms

4.1. Overview, Interval Scheduling

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-1-course-overview-interval-scheduling>

4.2. Divide and Conquer: Convex Hull, Median Finding

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-2-divide-conquer-convex-hull-median-finding>

4.3. Divide and Conquer: FFT

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-3-divide-conquer-fft>

4.4. Divide and Conquer: van Emde Boas Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-4-divide-conquer-van-emde-boas-trees>

4.5. Amortization: Amortized Analysis

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-5-amortization-amortized-analysis>

4.6. Randomization: Matrix Multiply, Quicksort

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-6-randomization-matrix-multiply-quicksort>

4.7. Randomization: Skip Lists

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-7-randomization-skip-lists>

4.8. Randomization: Universal and Perfect Hashing

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-8-randomization-universal-perfect-hashing>

4.9. Augmentation: Range Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-9-augmentation-range-trees>

4.10. Dynamic Programming: Advanced

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-10-dynamic-programming-advanced-dp>

4.11. Dynamic Programming: All-Pairs Shortest Paths

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-11-dynamic-programming-all-pairs-shortest-paths>

4.12. Greedy Algorithms: Minimum Spanning Tree

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-12-greedy-algorithms-minimum-spanning-tree>

4.13. Incremental Improvement: Max Flow, Min Cut

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-13-incremental-improvement-max-flow-min-cut>

4.14. Incremental Improvement: Matching

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-14-incremental-improvement-matching>

4.15. Linear Programming: Reductions Simplex

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-15-linear-programming-lp-reductions-simplex>

4.16. Complexity: P, NP, NP-Completeness, Reductions

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-16-complexity-p-np-np-completeness-reductions>

4.17. Complexity: Approximation Algorithms

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-17-complexity-approximation-algorithms>

4.18. Complexity: Fixed-Parameter Algorithms

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-18-complexity-fixed-parameter-algorithms>

4.19. Synchronous Distributed Algorithms: Symmetry-Breaking. Shortest-Paths Spanning Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-19-synchronous-distributed-algorithms-symmetry-breaking.-shortest-paths-spanning-trees>

4.20. Asynchronous Distributed Algorithms: Shortest-Paths Spanning Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-20-asynchronous-distributed-algorithms-shortest-paths-spanning-trees>

4.21. Cryptography: Hash Functions

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-21-cryptography-hash-functions>

4.22. Cryptography: Encryption

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-22-cryptography-encryption>

4.23. Cache-Oblivious Algorithms: Medians and Matrices

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-23-cache-oblivious-algorithms-medians-matrices>

4.24. Cache-Oblivious Algorithms: Searching and Sorting

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-046j-design-and-analysis-of-algorithms-spring-2015/lecture-videos/lecture-24-cache-oblivious-algorithms-searching-sorting>

Data Structure and Algorithms

5.1. Lecture 1

<https://www.youtube.com/watch?v=RpRRUQFbePU&list=PLE621E25B3BF8B9D1&index=1>

5.2. Lecture 2

<https://www.youtube.com/watch?v=JTakUs-NjxU&list=PLE621E25B3BF8B9D1&index=2>

5.3. Lecture 3

<https://www.youtube.com/watch?v=5hKEhXEui6w&list=PLE621E25B3BF8B9D1&index=3>

5.4. Lecture 4

https://www.youtube.com/watch?v=EHtBa_2cUwY&list=PLE621E25B3BF8B9D1&index=4

5.5. Lecture 5

https://www.youtube.com/watch?v=Z76_G6vbgIU&list=PLE621E25B3BF8B9D1&index=5

5.6. Lecture 6

<https://www.youtube.com/watch?v=D5C9bLnzDdl&list=PLE621E25B3BF8B9D1&index=6>

5.7. Lecture 7

<https://www.youtube.com/watch?v=-2StgSTRE6c&list=PLE621E25B3BF8B9D1&index=7>

5.8. Lecture 8

<https://www.youtube.com/watch?v=1uyl6l7arc8&list=PLE621E25B3BF8B9D1&index=8>

5.9. Lecture 9

<https://www.youtube.com/watch?v=r7bgwYkgC4c&list=PLE621E25B3BF8B9D1&index=9>

5.10. Lecture 10

<https://www.youtube.com/watch?v=3mXP4JLGaSE&index=10&list=PLE621E25B3BF8B9D1>

<https://www.youtube.com/watch?v=k8lJ3kTT6e8&index=11&list=PLE621E25B3BF8B9D1>

5.11. Lecture 11

<https://www.youtube.com/watch?v=p1ogB-9DDwc&index=12&list=PLE621E25B3BF8B9D1>

5.12. Lecture 12

<https://www.youtube.com/watch?v=sNzt9kLdp7U&index=14&list=PLE621E25B3BF8B9D1>

5.13. Lecture 13

<https://www.youtube.com/watch?v=jGz9xwVwVmY&index=15&list=PLE621E25B3BF8B9D1>

5.14. Lecture 14

https://www.youtube.com/watch?v=H_JgFrkorhc&index=16&list=PLE621E25B3BF8B9D1

5.15. Lecture 15

<https://www.youtube.com/watch?v=nJHAXl7ux0s&index=17&list=PLE621E25B3BF8B9D1>

5.16. Lecture 16

<https://www.youtube.com/watch?v=SORbfIrRxlo&index=18&list=PLE621E25B3BF8B9D1>

5.17. Lecture 17

<https://www.youtube.com/watch?v=HhEL9NKusTk&index=19&list=PLE621E25B3BF8B9D1>

5.18. Lecture 18

https://www.youtube.com/watch?v=FjlOGQq_Z0c&index=20&list=PLE621E25B3BF8B9D1

5.19. Lecture 19

https://www.youtube.com/watch?v=K8nY_H8q5zA&index=21&list=PLE621E25B3BF8B9D1

5.20. Lecture 20

<https://www.youtube.com/watch?v=KNICAjvDMns&index=22&list=PLE621E25B3BF8B9D1>

5.21. Lecture 21

https://www.youtube.com/watch?v=uYR_Gb6q2c0&index=23&list=PLE621E25B3BF8B9D1

5.22. Lecture 22

<https://www.youtube.com/watch?v=6K2SKMnQvUE&index=24&list=PLE621E25B3BF8B9D1>

5.23. Lecture 23

<https://www.youtube.com/watch?v=i2SqB4La1r8&index=25&list=PLE621E25B3BF8B9D1>

5.24. Lecture 24

<https://www.youtube.com/watch?v=aErYv5HyX8Y&index=26&list=PLE621E25B3BF8B9D1>

5.25. Lecture 25

<https://www.youtube.com/watch?v=r0VvhcDPH3g&index=27&list=PLE621E25B3BF8B9D1>

5.26. Lecture 26

<https://www.youtube.com/watch?v=tZe2uoU7Xtw&index=28&list=PLE621E25B3BF8B9D1>

5.27. Lecture 27

<https://www.youtube.com/watch?v=0k0mqrOzQaw&index=29&list=PLE621E25B3BF8B9D1>

5.28. Lecture 28

https://www.youtube.com/watch?v=S2BehYAB_hY&index=30&list=PLE621E25B3BF8B9D1

5.29. Lecture 29

<https://www.youtube.com/watch?v=skxZVhuOTow&index=31&list=PLE621E25B3BF8B9D1>

5.30. Lecture 30

https://www.youtube.com/watch?v=eJNh_-sPPI0&index=32&list=PLE621E25B3BF8B9D1

5.31. Lecture 31

<https://www.youtube.com/watch?v=wafIacxERqU&index=33&list=PLE621E25B3BF8B9D1>

5.32. Lecture 32

<https://www.youtube.com/watch?v=qHfIU8COWY&index=34&list=PLE621E25B3BF8B9D1>

5.33. Lecture 33

<https://www.youtube.com/watch?v=TQVbBEo-9LY&index=35&list=PLE621E25B3BF8B9D1>

5.34. Lecture 34

<https://www.youtube.com/watch?v=MXMqSjiNYyk&index=36&list=PLE621E25B3BF8B9D1>

5.35. Lecture 35

<https://www.youtube.com/watch?v=tbrQ8kkge-w&index=37&list=PLE621E25B3BF8B9D1>

5.36. Lecture 36

<https://www.youtube.com/watch?v=BRfpRWMOpY&index=38&list=PLE621E25B3BF8B9D1>

5.37. Lecture 37

<https://www.youtube.com/watch?v=zVCm1OVRlgg&index=39&list=PLE621E25B3BF8B9D1>

5.38. Lecture 38

<https://www.youtube.com/watch?v=PtnC4xFXlik&index=40&list=PLE621E25B3BF8B9D1>

5.39. Lecture 39

<https://www.youtube.com/watch?v=N9xG5IhaNug&index=41&list=PLE621E25B3BF8B9D1>

5.40. Lecture 40

<https://www.youtube.com/watch?v=WZyeCfXGqjE&index=42&list=PLE621E25B3BF8B9D1>

5.41. Lecture 41

<https://www.youtube.com/watch?v=NT6fNDObfCM&index=44&list=PLE621E25B3BF8B9D1>

5.42. Lecture 42

<https://www.youtube.com/watch?v=IEnJkef-5Ls&index=45&list=PLE621E25B3BF8B9D1>

5.43. Lecture 43

<https://www.youtube.com/watch?v=G5vUC5epTwc&index=46&list=PLE621E25B3BF8B9D1>

5.44. Lecture 44

<https://www.youtube.com/watch?v=GreOd9DzZn0&index=47&list=PLE621E25B3BF8B9D1>

Artificial Intelligence

6.1. Introduction and Scope

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-1-introduction-and-scope>

6.2. Reasoning: Goal Trees and Problem Solving

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-2-reasoning-goal-trees-and-problem-solving>

6.3. Reasoning: Goal Trees and Rule-Based Expert Systems

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-3-reasoning-goal-trees-and-rule-based-expert-systems>

6.4. Search: Depth-First, Hill Climbing, Beam

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-4-search-depth-first-hill-climbing-beam>

6.5. Search: Optimal, Branch and Bound, A*

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-5-search-optimal-branch-and-bound-a>

6.6. Search: Games, Minimax, and Alpha-Beta

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-6-search-games-minimax-and-alpha-beta>

6.7. Constraints: Interpreting Line Drawings

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-7-constraints-interpreting-line-drawings>

6.8. Constraints: Search, Domain Reduction

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-8-constraints-search-domain-reduction>

6.9. Constraints: Visual Object Recognition

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-9-constraints-visual-object-recognition>

6.10. Introduction to Learning, Nearest Neighbors

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-10-introduction-to-learning-nearest-neighbors>

6.11. Learning: Identification Trees, Disorder

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-11-learning-identification-trees-disorder>

6.12. Neural and Deep Neural Nets

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-12a-neural-nets>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-12b-deep-neural-nets>

6.13. Learning: Genetic Algorithms

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-13-learning-genetic-algorithms>

6.14. Learning: Sparse Spaces, Phonology

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-14-learning-sparse-spaces-phonology>

6.15. Learning: Near Misses, Felicity Conditions

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-15-learning-near-misses-felicity-conditions>

6.16. Learning: Support Vector Machines

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-16-learning-support-vector-machines>

6.17. Learning: Boosting

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-17-learning-boosting>

6.18. Representations: Classes, Trajectories, Transitions

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-18-representations-classes-trajectories-transitions>

6.19. Architectures: GPS, SOAR, Subsumption, Society of Mind

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-19-architectures-gps-soar-subsumption-society-of-mind>

6.20. Probabilistic Inference

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-21-probabilistic-inference-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-22-probabilistic-inference-ii>

6.21. Model Merging, Cross-Modal Coupling, Course Summary

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-034-artificial-intelligence-fall-2010/lecture-videos/lecture-23-model-merging-cross-modal-coupling-course-summary>

Structure and Interpretation of Computer Programming

7.1. Overview and Introduction to Lisp

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/1a-overview-and-introduction-to-lisp>

7.2. Procedures and Processes; Substitution Model

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/1b-procedures-and-processes-substitution-model>

7.3. Higher-Order Procedures

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/2a-higher-order-procedures>

7.4. Compound Data

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/2b-compound-data>

7.5. Henderson Escher Example

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/3a-henderson-escher-example>

7.6. Symbolic Differentiation; Quotation

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/3b-symbolic-differentiation-quotation>

7.7. Pattern Matching and Rule-based Substitution

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/4a-pattern-matching-and-rule-based-substitution>

7.8. Generic Operators

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/4b-generic-operators>

7.9. Assignment, State, and Side-Effects

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/5a-assignment-state-and-side-effects>

7.10. Computational Objects

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/5b-computational-objects>

7.11. Streams

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/6a-streams-part-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/6b-streams-part-2>

7.12. Metacircular Evaluator

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/7a-metacircular-evaluator-part-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/7b-metacircular-evaluator-part-2>

7.13. Logic Programming

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/8a-logic-programming-part-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/8b-logic-programming-part-2>

7.14. Register Machines

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/9a-register-machines>

7.15. Explicit-Control Evaluator

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/9b-explicit-control-evaluator>

7.16. Compilation

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/10a-compilation>

7.17. Storage Allocation and Garbage Collection

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-001-structure-and-interpretation-of-computer-programs-spring-2005/video-lectures/10b-storage-allocation-and-garbage-collection>

Computer Systems Security

8.1. Introduction, Threat Models

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-1-introduction-threat-models>

8.2. Control Hijacking Attacks

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-2-control-hijacking-attacks>

8.3. Buffer Overflow Exploits and Defenses

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-3-buffer-overflow-exploits-and-defenses>

8.4. Privilege Separation

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-4-privilege-separation>

8.5. Capabilities

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-6-capabilities>

8.6. Sandboxing Native Code

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-7-sandboxing-native-code>

8.7. Web Security Model

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-8-web-security-model>

8.8. Securing Web Applications

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-9-securing-web-applications>

8.9. Symbolic Execution

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-10-symbolic-execution>

8.10. Ur/Web

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-11-ur-web>

8.11. Network Security

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-12-network-security>

8.12. Network Protocols

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-13-network-protocols>

8.13. SSL and HTTPS

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-14-ssl-and-https>

8.14. Medical Software

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-15-medical-software>

8.15. Side-Channel Attacks

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-16-side-channel-attacks>

8.16. User Authentication

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-17-user-authentication>

8.17. Private Browsing

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-18-private-browsing>

8.18. Anonymous Communication

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-19-anonymous-communication>

8.19. Mobile Phone Security

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-20-mobile-phone-security>

8.20. Data Tracking

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-21-data-tracking>

8.21. IS and T

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-22-guest-lecture-by-mit-is-t>

8.22. Security Economics

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-858-computer-systems-security-fall-2014/video-lectures/lecture-23-security-economics>

Information and Entropy

9.1. Bits and Codes

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit1-lecture-2>

9.2. Compression

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-2-lecture-1>

9.3. Noise and Errors

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-3-lecture-2>

9.4. Probability

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-4-lecture-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-4-lecture-2>

9.5. Communications

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-5-lecture-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-5-lecture-2>

9.6. Processes

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-6-lecture-1>

9.7. Inference

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-7-lecture-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-7-lecture-2>

9.8. Maximum Entropy

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-8-lecture-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-8-lecture-2>

9.9. Physical Systems

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-10-lecture-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-10-lecture-3>

9.10. Energy

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-11-lecture-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-11-lecture-2>

9.11. Temperature

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-12-lecture-1>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-12-lecture-2>

9.12. Quantum Information

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-050j-information-and-entropy-spring-2008/videos-homework-and-readings/unit-13-lecture-1>

Advanced Data Structures

10.1. Persistent Data Structures

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-1-persistent-data-structures>

10.2. Retroactive Data Structures

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-2-retroactive-data-structures>

10.3. Geometric Structures

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-3-geometric-structures-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-4-geometric-structures-ii>

10.4. Dynamic Optimality

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-5-dynamic-optimality-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-6-dynamic-optimality-ii>

10.5. Memory Hierarchy Models

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-7-memory-hierarchy-models>

10.6. Cache-Oblivious Structures

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-8-cache-oblivious-structures-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-9-cache-oblivious-structures-ii>

10.7. Dictionaries

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-10-dictionaries>

10.8. Integer Models

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-11-integer-models>

10.9. Fusion Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-12-fusion-trees>

10.10. Integer Lower Bounds

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-13-integer-lower-bounds>

10.11. Sorting in Linear Time

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-14-sorting-in-linear-time>

10.12. Static Trees

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-15-static-trees>

10.13. Strings

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-16-strings>

10.14. Succinct Structures

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-17-succinct-structures-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-18-succinct-structures-ii>

10.15. Dynamic Graphs

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/raphs-/session-19-dynamic-graphs-i>

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-20-dynamic-graphs-ii>

10.16. Dynamic Connectivity Lower Bound

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-21-dynamic-connectivity-lower-bound>

10.17. History of Memory Models

<http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-851-advanced-data-structures-spring-2012/lecture-videos/session-22-history-of-memory-models>

Computer Graphics (In Urdu)

11.1. Introduction to computer graphics

<https://docs.google.com/file/d/0B3uVX4mPJSC1QzhkWnJMQXJKN0U/preview>

11.2. Introduction to graphic systems

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZUVLYjJ1M3RNcTg/preview>

11.3. Raster-Scan Systems

<https://docs.google.com/file/d/0B3uVX4mPJSC1cHByNzZEaGxBaHc/preview>

11.4. Point

<https://docs.google.com/file/d/0B3uVX4mPJSC1R0J1bVhoWFhacGM/preview>

11.5. Line Drawing Techniques

<https://docs.google.com/file/d/0B3uVX4mPJSC1S0pydzJ2M3VveWc/preview>

11.6. Circle Drawing Techniques

<https://docs.google.com/file/d/0B3uVX4mPJSC1MXEwdzR2Mm9kR3M/preview>

11.7. Ellipse and other Curves

<http://lej4learning.com.pk/category/applied-sciences/computer-science/computer-graphics-vu/%3Ciframe%20src=%22https://docs.google.com/file/d/0B3uVX4mPJSC1dEprRIJkSnhObIE/preview%22%20width=%22640%22%20height=%22385%22%3E%3C/iframe%3E>

11.8. Filled Area Primitives

<https://docs.google.com/file/d/0B3uVX4mPJSC1b2VNU01ySWMzMIE/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1TIILSWRYVHVU2s/preview>

11.9. Mathematical Fundamentals

<https://docs.google.com/file/d/0B3uVX4mPJSC1YzFYck1ZV29QNE0/preview>

11.10. 2D Transformations

<https://docs.google.com/file/d/0B3uVX4mPJSC1VmhGNjcyezdYVXc/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1UUJMSTIPY05fWjg/preview>

11.11. Drawing Example

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZkhwZFFSSGc0Yzg/preview>

11.12. Clipping

<https://docs.google.com/file/d/0B3uVX4mPJSC1Y0dQcmFuSXRka3c/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1dXJHbki5U2U1WUE/preview>

11.13. 3D Concepts

<https://docs.google.com/file/d/0B3uVX4mPJSC1NERNZmk2d3dJUUK/preview>

11.14. 3D Transformations

<https://docs.google.com/file/d/0B3uVX4mPJSC1dTJrd1ItUGpFN2s/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1SVM1amxfR1hLWlU/preview>

11.15. Projections

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<https://docs.google.com/file/d/0B3uVX4mPJSC1S2pWWGd1VGlaWWs/preview>

11.16. Triangles and Planes

<https://docs.google.com/file/d/0B3uVX4mPJSC1T1FuNUJqTONMNWM/preview>

11.17. Lighting

<https://docs.google.com/file/d/0B3uVX4mPJSC1TTJUNlhVTmNfVjQ/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1WDVQM2UwVkx3b2M/preview>

11.18. Mathematics of Lighting and Shading

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<https://docs.google.com/file/d/0B3uVX4mPJSC1SnEweUFOcHY2ams/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZXBSUWdod21udlU/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1dkh6c3FuSXZ4NzQ/preview>

11.19. Review

<https://docs.google.com/file/d/0B3uVX4mPJSC1dFZlQk8tWDRxLWc/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZVWUkpVLWNmU2s/preview>

11.20. Introduction to Open GL

<https://docs.google.com/file/d/0B3uVX4mPJSC1d2ZsU2tHaERVSWc/preview>

11.21. Open GL Programming

<https://docs.google.com/file/d/0B3uVX4mPJSC1UzJ1QXZySnRRN1k/preview>

<https://docs.google.com/file/d/0B3uVX4mPJSC1MEpwnGltOVNEUFE/preview>

11.22. Curves

<https://docs.google.com/file/d/0B3uVX4mPJSC1eW4zVVV3eGhiemc/preview>

11.23. Space Curves

<https://docs.google.com/file/d/0B3uVX4mPJSC1dINkdGtKNU1seWM/preview>

11.24. The Tangent Vector

<https://docs.google.com/file/d/0B3uVX4mPJSC1NjVOQ2ZWUulwV28/preview>

11.25. Bezier Curves

<https://docs.google.com/file/d/0B3uVX4mPJSC1MHByZjhJZ0tWRzQ/preview>

11.26. Building Polygonal Models of Surfaces

<https://docs.google.com/file/d/0B3uVX4mPJSC1VGlheUtVYTJFS0E/preview>

11.27. Fractals

<https://docs.google.com/file/d/0B3uVX4mPJSC1aEJEVGlRy05pNGM/preview>

11.28. Viewing Using Open GL

<https://docs.google.com/file/d/0B3uVX4mPJSC1Vm9FUGhuN2JaSk0/preview>

11.29. Real World and Open GL Lighting

<https://docs.google.com/file/d/0B3uVX4mPJSC1RjE0em14Q1hQYVE/preview>

11.30. Evaluators, Curves and Surfaces

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZHZvMmdPa3gzbW8/preview>

11.31. Animations

<https://docs.google.com/file/d/0B3uVX4mPJSC1aENSUGQtbzZob2M/preview>

Object Oriented Programming (In Urdu)

- 12.1. <https://docs.google.com/file/d/0B3uVX4mPJSC1YWNUel9JWkNwMm8/preview>
- 12.2. <https://docs.google.com/file/d/0B3uVX4mPJSC1bjNucDRObW03YkE/preview>
- 12.3. <https://docs.google.com/file/d/0B3uVX4mPJSC1eFILYnR3WDNTQkU/preview>
- 12.4. <https://docs.google.com/file/d/0B3uVX4mPJSC1d1o5Z0h0cG4wOE0/preview>
- 12.5. <https://docs.google.com/file/d/0B3uVX4mPJSC1b21BWVR6NzFjRkE/preview>
- 12.6. <https://docs.google.com/file/d/0B3uVX4mPJSC1T1V6b3NPNFp2a1k/preview>
- 12.7. <https://docs.google.com/file/d/0B3uVX4mPJSC1akczRjVWTUdoSm8/preview>
- 12.8. <https://docs.google.com/file/d/0B3uVX4mPJSC1a0NURIZjYjAyZIU/preview>
- 12.9. <https://docs.google.com/file/d/0B3uVX4mPJSC1Z3BpVGVHdm11bTQ/preview>
- 12.10. <https://docs.google.com/file/d/0B3uVX4mPJSC1dHdIVnd2Y0NJUnc/preview>
- 12.11. <https://docs.google.com/file/d/0B3uVX4mPJSC1MnJEMDRKZ0F0WTg/preview>
- 12.12. <https://docs.google.com/file/d/0B3uVX4mPJSC1NVBsMDRqNUZMT3M/preview>
- 12.13. <https://docs.google.com/file/d/0B3uVX4mPJSC1UGlZcFlaYTN6cEk/preview>
- 12.14. <https://docs.google.com/file/d/0B3uVX4mPJSC1UVdZcmcwT1Z0QkE/preview>
- 12.15. <https://docs.google.com/file/d/0B3uVX4mPJSC1X2xDY0RqcnlfVEU/preview>
- 12.16. <https://docs.google.com/file/d/0B3uVX4mPJSC1UUdMzZJTVVIRVE/preview>
- 12.17. <https://docs.google.com/file/d/0B3uVX4mPJSC1ZXI2T2xqYWpOVUU/preview>
- 12.18. <https://docs.google.com/file/d/0B3uVX4mPJSC1SThPZm8ycnF4MkU/preview>
- 12.19. <https://docs.google.com/file/d/0B3uVX4mPJSC1ZldGMWgxMWpwd2c/preview>
- 12.20. <https://docs.google.com/file/d/0B3uVX4mPJSC1YWdDNkQxOUNJRFE/preview>
- 12.21. <https://docs.google.com/file/d/0B3uVX4mPJSC1azZ6bEp3ckZ4QzA/preview>

- 12.22.** <https://docs.google.com/file/d/0B3uVX4mPJSC1TzILNnJQZDMxTXM/preview>
- 12.23.** <https://docs.google.com/file/d/0B3uVX4mPJSC1QlVWci16SnJNMmM/preview>
- 12.24.** <https://docs.google.com/file/d/0B3uVX4mPJSC1YnVmOVh2S1RSM28/preview>
- 12.25.** <https://docs.google.com/file/d/0B3uVX4mPJSC1bm5kemxjNm9hZ28/preview>
- 12.26.** <https://docs.google.com/file/d/0B3uVX4mPJSC1UE1WUDliMktLSDA/preview>
- 12.27.**
<http://lej4learning.com.pk/category/applied-sciences/computer-science/object-oriented-programming-vu/%3Ciframe%20src=%22https://docs.google.com/file/d/0B3uVX4mPJSC1QmJrSUcwS2QzWHc/preview%22%20width=%22640%22%20height=%22385%22%3E%3C/iframe%3E>
- 12.28.** <https://docs.google.com/file/d/0B3uVX4mPJSC1UIRPRmhUMG5CbFU/preview>
- 12.29.** <https://docs.google.com/file/d/0B3uVX4mPJSC1WlhNVE55VE1DSVE/preview>
- 12.30.** <https://docs.google.com/file/d/0B3uVX4mPJSC1dkl5UnZpZ3J5Qmc/preview>
- 12.31.** <https://docs.google.com/file/d/0B3uVX4mPJSC1TFpuSzIRT25LcEk/preview>
- 12.32.** <https://docs.google.com/file/d/0B3uVX4mPJSC1Snk1RF9UdklFOXc/preview>
- 12.33.** <https://docs.google.com/file/d/0B3uVX4mPJSC1dHVQbWZKTIJ4X3M/preview>
- 12.34.** <https://docs.google.com/file/d/0B3uVX4mPJSC1dIU1RHdjOTNablU/preview>
- 12.35.** <https://docs.google.com/file/d/0B3uVX4mPJSC1VnJlcGx2bWVBS1U/preview>
- 12.36.** <https://docs.google.com/file/d/0B3uVX4mPJSC1bFMMyR0ljbmNjUms/preview>
- 12.37.** <https://docs.google.com/file/d/0B3uVX4mPJSC1Qml5djh5dINObU0/preview>
- 12.38.** <https://docs.google.com/file/d/0B3uVX4mPJSC1QzJLcGhENTZXamM/preview>
- 12.39.** <https://docs.google.com/file/d/0B3uVX4mPJSC1MmJsU2NHZjlrdmc/preview>
- 12.40.** <https://docs.google.com/file/d/0B3uVX4mPJSC1YkxZWUV1ZGt4NEk/preview>
- 12.41.** <https://docs.google.com/file/d/0B3uVX4mPJSC1U3Fkd25FVXpKZHM/preview>
- 12.42.** <https://docs.google.com/file/d/0B3uVX4mPJSC1amRtMHAzRXpuVW8/preview>
- 12.43.** <https://docs.google.com/file/d/0B3uVX4mPJSC1OG5SN1Y5OWtvaHM/preview>

12.44. <https://docs.google.com/file/d/0B3uVX4mPJSC1UXFYXQ1X09ZYXM/preview>

12.45. <https://docs.google.com/file/d/0B3uVX4mPJSC1TzVOWGlsTmR1azg/preview>

Visual Programming (In Urdu)

13.1. Windows Programming

<https://docs.google.com/file/d/0B3uVX4mPJSC1bzVzU3EyM1MycFk/preview>

13.2. Basic C Language Concepts

<https://docs.google.com/file/d/0B3uVX4mPJSC1bDjtVVY1THJKTDA/preview>

13.3. Arrays and Pointers

<https://docs.google.com/file/d/0B3uVX4mPJSC1a3pza2pSUEI1NHM/preview>

13.4. Structures and Unions

<https://docs.google.com/file/d/0B3uVX4mPJSC1cldhdjdWekRDOG8/preview>

13.5. Preprocessor Directives

<https://docs.google.com/file/d/0B3uVX4mPJSC1bJJCOTBLMF9UbfE/preview>

13.6. Bitwise Operators and Macros

<https://docs.google.com/file/d/0B3uVX4mPJSC1eDF3TENHYkd0LWM/preview>

13.7. Calling Conventions, Storage Classes..

<https://docs.google.com/file/d/0B3uVX4mPJSC1SU54WHkzMUU5N2c/preview>

13.8. Windows Basics

<https://docs.google.com/file/d/0B3uVX4mPJSC1dk5XeFhWRm05RkE/preview>

13.9. Windows Creation and Message Handling

<https://docs.google.com/file/d/0B3uVX4mPJSC1NWJHQm1jaWRpWGc/preview>

13.10. Architecture of Standard Win32 Application

<https://docs.google.com/file/d/0B3uVX4mPJSC1cnBZOWw2enMyMzQ/preview>

13.11. User Interfaces

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZnlxdzBuQmdHYnc/preview>

13.12. Windows Classes

<https://docs.google.com/file/d/0B3uVX4mPJSC1M3dTLXdUZGdmRU0/preview>

13.13. Graphics Design Interface

<https://docs.google.com/file/d/0B3uVX4mPJSC1cXBqSGV3ZTIFc3c/preview>

13.14. Painting and Drawing

<https://docs.google.com/file/d/0B3uVX4mPJSC1UkgtWRZNVlnOFk/preview>

13.15. Windows Management

<https://docs.google.com/file/d/0B3uVX4mPJSC1UGZ0LTikUVVBQzg/preview>

13.16. Input Devices

<https://docs.google.com/file/d/0B3uVX4mPJSC1VHpBSnZtbEhENFU/preview>

13.17. Resources

<https://docs.google.com/file/d/0B3uVX4mPJSC1ODRiRm9rZ0xpDVE/preview>

13.18. String and Menu Resources

<https://docs.google.com/file/d/0B3uVX4mPJSC1Y3VnTIE0dnhzNFU/preview>

13.19. Menu and Dialogs

<https://docs.google.com/file/d/0B3uVX4mPJSC1aXNsMmhTQk9FbnM/preview>

13.20. Dialogs

<https://docs.google.com/file/d/0B3uVX4mPJSC1SlZuLVBRbFJxeEE/preview>

13.21. Using Dialogs and Windows Controls

<https://docs.google.com/file/d/0B3uVX4mPJSC1aDR2SkVhbE1FZVU/preview>

13.22. Using Common Dialogs and Window Controls

<https://docs.google.com/file/d/0B3uVX4mPJSC1MENDTIVxNTIzVlk/preview>

13.23. Common Controls

<https://docs.google.com/file/d/0B3uVX4mPJSC1dm9Qa2Y4WjdGWW8/preview>

13.24. Dynamic Link Libraries

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13.25. Threads and Dynamic Link Libraries

<https://docs.google.com/file/d/0B3uVX4mPJSC1dXN1dFpNZVhvYjg/preview>

13.26. Threads and Synchronization

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13.27. Network Programming

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Web Design and Development (In Urdu)

14.1. Java Features

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14.2. Java Virtual Machine and Runtime Environment

<https://docs.google.com/file/d/0B3uVX4mPJSC1Y3o5Y090VnZUam8/preview>

14.3. Learning Basics

<https://docs.google.com/file/d/0B3uVX4mPJSC1RmJTUzRrbW5Sbk0/preview>

14.4. Object Oriented Programming

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14.5. Inheritance

<https://docs.google.com/file/d/0B3uVX4mPJSC1Y3J5WVFOktYaTA/preview>

14.6. Collections

<https://docs.google.com/file/d/0B3uVX4mPJSC1dVlha1J0bUdpbk0/preview>

14.7. Introduction to Exceptions

<https://docs.google.com/file/d/0B3uVX4mPJSC1cnV5OGswMHP4amM/preview>

14.8. Streams

<https://docs.google.com/file/d/0B3uVX4mPJSC1T01vNHZ4bUFMR3c/preview>

14.9. Abstract Classes and Interfaces

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14.10. Graphical User Interfaces

<https://docs.google.com/file/d/0B3uVX4mPJSC1UjluUGVOTmJBOXM/preview>

14.11. Event Handling

<https://docs.google.com/file/d/0B3uVX4mPJSC1WEI2SHNEOE1zcWM/preview>

14.12. Event Handling 2

<https://docs.google.com/file/d/0B3uVX4mPJSC1akZYU3E1M2luZ2s/preview>

14.13. Adapter Classes

<https://docs.google.com/file/d/0B3uVX4mPJSC1SIIFNfJsdFhra00/preview>

14.14. Java Database Connectivity

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<https://docs.google.com/file/d/0B3uVX4mPJSC1VTRzYzhvV3Vzc0k/preview>

14.15. Result Set

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14.16. Meta Data

<https://docs.google.com/file/d/0B3uVX4mPJSC1T2hkZ0I6MEJJWk0/preview>

14.17. Java Graphics

<https://docs.google.com/file/d/0B3uVX4mPJSC1eHZIdlBPZkNJamc/preview>

14.18. How to Animate

<https://docs.google.com/file/d/0B3uVX4mPJSC1TV9wQ0pjLUNvanM/preview>

14.19. Applets

<https://docs.google.com/file/d/0B3uVX4mPJSC1U2ZwdjRjakpBNG8/preview>

14.20. Socket Programming

<https://docs.google.com/file/d/0B3uVX4mPJSC1U2ZwdjRjakpBNG8/preview>

14.21. Serialization

<https://docs.google.com/file/d/0B3uVX4mPJSC1MkVNBuXHelk3Sk0/preview>

14.22. Multithreading

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<https://docs.google.com/file/d/0B3uVX4mPJSC1dDdncGxzeHFBTm8/preview>

14.23. Web Application Development

<https://docs.google.com/file/d/0B3uVX4mPJSC1a0lsR0dDWWU1TFk/preview>

14.24. Java Servlets

<https://docs.google.com/file/d/0B3uVX4mPJSC1VzFfM1RXYU9vejA/preview>

14.25. Dispatching Requests

<https://docs.google.com/file/d/0B3uVX4mPJSC1YWREdDlvVW1rSzA/preview>

14.26. Session Tracking

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<https://docs.google.com/file/d/0B3uVX4mPJSC1ZW9sQURISVg3UIE/preview>

14.27. Address Book Case Study: Using Sevlets

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14.28. JavaServer pages

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14.29. JavaBeans

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14.30. JSP Action Elements and scope

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14.31. JSP Custom Tags

<https://docs.google.com/file/d/0B3uVX4mPJSC1T0k1T2xnNTJYR2s/preview>

14.32. MVC + Case Study

<https://docs.google.com/file/d/0B3uVX4mPJSC1ekh1eXlBYy1TeE0/preview>

14.33. MVC Model 2 Architecture

<https://docs.google.com/file/d/0B3uVX4mPJSC1a2xQNHRPOGkyQTQ/preview>

14.34. Layers and Tiers

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZVNKNWpycVFrbWs/preview>

14.35. Expression Language

<https://docs.google.com/file/d/0B3uVX4mPJSC1ajE4eFN2Z2JRLTA/preview>

14.36. JavaServer Pages Standard Tag Library

<https://docs.google.com/file/d/0B3uVX4mPJSC1QWY4UGp0ZWNvOG8/preview>

14.37. Client Side Validation and Java Server Faces

<https://docs.google.com/file/d/0B3uVX4mPJSC1S3d3cmZpS1BkNVk/preview>

14.38. JavaServer Faces

<https://docs.google.com/file/d/0B3uVX4mPJSC1bUFzNGRhMFZQZGc/preview>

Information Systems (In Urdu)

15.1. Defining Needs

<https://docs.google.com/file/d/0B3uVX4mPJSC1dUlvVhxUjFmT2M/preview>

15.2. Areas Covered

<https://docs.google.com/file/d/0B3uVX4mPJSC1dm1zYWJQWjVJUIE/preview>

15.3. Organization and Information Requirement

<https://docs.google.com/file/d/0B3uVX4mPJSC1UHUzRkhvUIFWZDQ/preview>

15.4. Unique Attributes of Organization

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15.5. Effects of Organization

<https://docs.google.com/file/d/0B3uVX4mPJSC1Y3BXWHJrUjZwT1k/preview>

15.6. Systems vs Procedures

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15.7. Types of Systems

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15.8. What are Systems

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15.9. Infrastructure

<https://docs.google.com/file/d/0B3uVX4mPJSC1NzhoaThTVTA4dFk/preview>

15.10. Support System

<https://docs.google.com/file/d/0B3uVX4mPJSC1eDRjbDRwWFhuV2M/preview>

15.11. Online Analytical Processing

<https://docs.google.com/file/d/0B3uVX4mPJSC1V3BPNllpeU44cTQ/preview>

15.12. CBIS from Functional Viewpoint

<https://docs.google.com/file/d/0B3uVX4mPJSC1VIU2LUhFdnP0akk/preview>

15.13. Financial Sector Application

<https://docs.google.com/file/d/0B3uVX4mPJSC1cEcxcXhzQ3R4UVU/preview>

15.14. Accounting and Financial Information Systems

<https://docs.google.com/file/d/0B3uVX4mPJSC1eHpjN2tHNjNISzA/preview>

15.15. Critical Decision Making

<https://docs.google.com/file/d/0B3uVX4mPJSC1NFFhUI9xRURKZzA/preview>

15.16. Phases of decision-making processes

<https://docs.google.com/file/d/0B3uVX4mPJSC1WFInY01laDNpY0U/preview>

15.17. Planning for System Development

<https://docs.google.com/file/d/0B3uVX4mPJSC1RjFyQno2QWdGV3c/preview>

15.18. Systems Development Life Cycle

<https://docs.google.com/file/d/0B3uVX4mPJSC1SjJ4M3A1LWWhSjg/preview>

15.19. System Design

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15.20. Incremental Model

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15.21. Spiral Model

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15.22. System Analysis

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15.23. Analysis and Design Methods

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15.24. Symbols

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15.25. DFD's

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15.26. Entity Relationship Diagram

<https://docs.google.com/file/d/0B3uVX4mPJSC1ZmpuZ1hvZjNzN3M/preview>

15.27. Object Oriented Analysis and Diagram

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15.28. Critical Success Factor

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15.29. Security of Information System

<https://docs.google.com/file/d/0B3uVX4mPJSC1Z1JpTjB4cHITNzA/preview>

15.30. Threat Identification

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15.31. Control Adjustment

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15.32. Viruses

<https://docs.google.com/file/d/0B3uVX4mPJSC1TWVvNHR3NWFwQms/preview>

15.33. Antivirus Software

<https://docs.google.com/file/d/0B3uVX4mPJSC1QkdTdXNtd1BVnk0/preview>

15.34. Types of Controls

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15.35. Audit Trails and Logs

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15.36. Risk Management

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15.37. Control Analysis

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15.38. Business Continuity Planning

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15.39. Web Security

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15.40. Factors Encouraging Internet Attacks

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15.41. E-commerce

<https://docs.google.com/file/d/0B3uVX4mPJSC1Wi1qRHZRdTdwXOE/preview>

15.42. Supply Chain Management

<https://docs.google.com/file/d/0B3uVX4mPJSC1bEVYb0VISHVTR2s/preview>

15.43. Enterprise Resource Planning

<https://docs.google.com/file/d/0B3uVX4mPJSC1Mkr2b3lCaG43Y1k/preview>

15.44. Change Management

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<https://docs.google.com/file/d/0B3uVX4mPJSC1dVRDaVZ3bGtZbm8/preview>

15.45. Importance of Ethics in Information Systems

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