These eBooks and ejournals, available via the IET Virtual Library, have been selected on the topics of coding and programming. They cover topics such as artificial intelligence, programming languages, and system design.
and parallel computing systems.)

about the computer and information sciences, especially programing

(Original articles

International Journal of Parallel Programming.

hierarchies, verification of distributed systems.)

distributed and parallel computing, knowledge-based

systems, and emergent systems.)

Computing.

(Communicates important

research and development results in the areas of computer science,

and numerical computation.)

Computing.

(Presents the latest research results from computer

science and numerical computation.)

Computer Science & Information Systems.

(Communicates important

research and development results in the areas of computer science,

software engineering, and information systems.)

ACM Transactions on Programming Languages & Systems.

(Publishes research and correspondence relevant to the logic and
efficiency of programming languages systems.)


(Publishes works relevant to the fields of

programming, distributed and parallel computing, knowledge-based

systems, and emergent systems.)

Computing.

(Provides information dealing with every

theoretical, computational & applicational aspect of mathematical

programming.)

Mathematical Programming.

Scientific Programming.

(Research in software engineering

environments, tools, languages, and models aimed at supporting the

engineering computing.)

Distributed Computing.

(Covers novel architectures of distributed

systems and computer networks, communication protocols and

hierarchies, verification of distributed systems.)

International Journal of Parallel Programming.

(Original articles

about the computer and information sciences, especially programing

and parallel computing systems.)

Practical Java Programming for IoT, AI, and Blockchain, Perry Xiao,

(2019). This book uses Java as a tool to help you learn new digital

technologies and to be better prepared for the future changes.

Convolutional Neural Networks in Visual Computing: A Concise


the fundamentals in designing and deploying techniques using deep

architectures. It is intended to serve as a beginner’s guide to engineers

or students who want to have a quick start on learning and/or building

deep learning systems.

Digital System Design Using FSMs: A Practical Learning Approach,

Peter D. Minns. (2021). This is a concise guide perfect for digital

designers and students of electronic engineering who work in or study

embedded systems Digital System Design using FSMs.

Practical Model-Based Systems Engineering, José Luis Fernández,

Pérez and Carlos Hernandez. (2019). This book provides information

on how to identify, classify and specify the system requirements of a

new product or service. Using Systems Modeling Language constructs,

readers will be able to apply ISE & PPOOA methodology in their

own systems.

Turing’s Vision: The Birth of Computer Science, Chris Bernhardt,

(2016). This book explains the theory that is the basis of computer

science, Turing’s most important contribution, for the general reader,

and argues that the strength of Turing’s theory is its simplicity.

AI for Cars, Josep Aulinas and Hanky Sjafrie. (2022). From

pedestrian detection to driver monitoring to recommendation engines,

the book discusses the background, research and progress thousands

of talented engineers and researchers have achieved thus far, and their

plans to deploy this life-saving technology all over the world.

Artificial Intelligence and Machine Learning Applications in Civil,

Mechanical, and Industrial Engineering, Gebrail Bekdas et al.

(2019). This is a collection of innovative research on the methods

and implementation of machine learning and AI in multiple facets

of engineering, for anyone seeking current research on solving

engineering problems using smart technology.

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