

S.No	Eser Adı	Yazar	Sınıflama	Yayın Tarihi
1	Veri yapıları ve algoritmalar: bilgisayar programlama ve yazılım mühendisliğinde	Çölkesen, Rifat	QA 76.9 .D35 /C65	2010
2	Systems analysis and design	Kendall, Kenneth E.	QA76.9 .S88 /K46	2001
3	NLP (Nöro-linguistik programlama): kişisel liderlik	Biçer, Turgay	BF637 /B53	1999
4	Discover Pascal in Delphi	Walmsley, Sue	QA76.64 /W35	2002
5	introduction to mathematical programming	Walker, Russell C.	QA402.5 /W35	1999
6	Testing object-oriented systems: Models, patterns, and tools	Binder, Robert V.	QA76.64 /B56	1999
7	introduction to algorithms		QA76.6 /I58	2001
8	Linear programming and extensions	Dantzig, George Bernard	QA 265 /D36	1963
9	Applied dynamic programming	Bellman, Richard Ernest	QA264 /B45	1962
10	Managing IMAP	Mullet, Dianna	TK 5105.73 /M85	2000
11	Mastering regular expressions	Friedl, Jeffrey E.F.	QA 76.73 .P22 /F75	1997
12	Programming with class A C++ introduction to computer science	Kamin, Samuel N	QA76.73 .C153 /K36	1996
13	Advanced Linux programming	Mitchell, Mark	QA 76.76 .O63 /M58	2001
14	Programming Perl	Wall, Larry	QA 76.73 .P22 /W35	2000
15	C Programming problem book	Yazıcı, Ali	QA76.73 /Y39	2004
16	Doğrusal programlamaya giriş	Özhan, H.Gazi.	T57.74 /O94	1990
17	Words that change minds: mastering the language of influence	Charvet, Shelle Rose	HF5718 /C43	1997
18	Concepts of programming languages	Sebesta, Robert W.	QA76.7 /S43	2002
19	Producing programming for television: Examples from the developing countries	Orhon, E. Nezh	PN1992.35 .Z9 /O74	2005
20	The structure and design of programming languages	Nicholls, John E.	QA76.7 /N53	1975
21	Top-down structured programming techniques	McGowan, Clement L.	QA76.6 /M34	1976
22	The art of computer programming: sorting and searching	Knuth, Donald Ervin	QA76.6 /K58	1973
23	The design and analysis of computer algorithms	Aho, Alfred V.	QA76.6 /A36	1974
24	introduction to computer data processing	Price, Wilson T.	QA76 /P75	1981
25	Lineer programlamada iç nokta algoritmaları	Erdoğan, N. Kemal	T57.74 /E73	2005
26	Syntax of programming languages: theory and practice	Backhouse, Roland C.	QA76.7 /B33	1979
27	FORTRAN programming: a spiral approach, with WATFOR/WATFIV and standard FORTRAN	Kreitzberg, Charles B.	QA76.73 .F25 /K74	1975
28	Structured PL/I programming: an introduction	Xenakis, John J.	QA76.73 .P25 /X46	1979
29	An introduction to computer languages	Heaps, H. S.	QA76.7 /H43	1972
30	The practice of programming	Kernighan, Brian W.	QA76.6 /K47	1999
31	Java gently	Bishop, Judy 1951-	QA76.73 .J38 /B57	1998
32	Java power reference: introducing the Java 2 platform	Flanagan, David	QA76.76 /F53	1999
33	The essence of Java programming	Rowe, Glenn	QA76.783 .J38 /R69	1999
34	Essential C++	Lippman, Stanley B.	QA76.73 .C153 /L57	2000
35	Computing fundamentals with C++: object-oriented programming & design	Mercer, Rick	QA76.73 .C153 /M47	[t.y.]
36	Visual C++ programming made simple	Morris, Stephen	QA76.73 .C153 /M67	1998
37	Mastering Java	Buchanan, William	QA76.73 /B83	1998
38	Rescued by Java	Jamsa, Kris	QA76.73 .J38 /J36	1999
39	Tools for dreamers: strategies for creativity and the structure of innovation	Dilts, Robert B.	BF408 /D55	1991
40	PL/I programming	Hughes, Joan Kirkby	QA76.73 .P25 /H84	1973
41	COBOL: an introduction to structured logic and modular program design	Davis, William S.	QA76.6 /D38	1979
42	Computer algorithms: introduction to design and analysis	Baase, Sara	QA76.6 /B33	1978
43	Computer organization and programming	Gear, C. William	QA76.6 /G43	1974
44	Systems programming	Donovan, John J.	QA76.6 /D66	1972
45	Pascal, an introduction to methodical programming	Findlay, William	QA76.73 .P35 /F56	1981
46	A practical approach to computing	Arms, William Y.	QA76.6 /A76	1976
47	The art of computer programming: Fundamental algorithms	Knuth, Donald Ervin	QA76.6 /K58	1972
48	Computer science: programming in FORTRAN IV with WATFOR WATFIV		QA76 /C66	1975
49	The craft of programming	Reynolds, John C.	QA76.6 /R49	1981
50	Numerical methods and FORTRAN programming, with applications in engineering and science	McCracken, Daniel D.	QA76.5 /M44	1964
51	introduction to computer data processing	Wu, Margaret Schlosser	QA76 /W8	1975
52	Algorithms, their complexity and efficiency	Kronsjö, Lydia I.	QA76.6 /K76	1979
53	introducing NLP	Knight, Sue	BF637 .I48 /K55	1999
54	Develop your NLP skills	Bradbury, Andrew	HF5385 /B73	2000
55	Understanding neuro-linguistic programming in a week		BF636 /U53	1998
56	Computers for kids		QA76.8 /C66	1999
57	Pascal, an introduction to methodical programming	Findlay, William	QA76.73 .P35 /F56	1981b
58	The art of computer programming: Fundamental algorithms	Knuth, Donald Ervin	QA76.6 /K58	1997
59	The art of computer programming: Seminumerical algorithms	Knuth, Donald Ervin	QA76.6 /K58	1998
60	The art of computer programming: sorting and searching	Knuth, Donald Ervin	QA76.6 /K58	1998
61	Negatif limanlardan pozitif sulara	Saygin, Oguz	BF637 .S8 /S29	2004
62	Temel bilgisayar teknolojileri kullanımı		QA76.6 /T46	2004
63	Linear programming: an introduction	Feiring, Bruce R.	T57.74 /F45	1986
64	Linear programming: an introduction	Feiring, Bruce R.	T57.74 /F45	1986
65	introduction to linear goal programming	Ignizio, James P.	T57.74 /I36	1985
66	introduction to linear goal programming	Ignizio, James P.	T57.74 /I36	1985
67	Microsoft Visual Basic: programmer's guide: programming system for Windows		QA76.76 .W56 /M53	1992
68	Microsoft Visual Basic: language reference: programming system for Windows		QA76.76 .W56 /M53	1992b
69	Object pascal language guide: borland Delphi 3 for windows 95 & windows NT		QA76.76 /O25	1997
70	User's guide: borland Delphi 3 for windows 95 & windows NT		QA76.76 /U84	1997
71	Visual component library reference: borland Delphi 3 for windows 95 & windows NT		QA76.73 .C153 /V57	1997
72	Visual component library reference: borland Delphi 3 for windows 95 & windows NT		QA76.73 .C153 /V57	1997
73	Borland delphi 3 for windows 95 and NT		QA76.76 /B67	1997

74	RADical performance 32-bit development : borland delphi for windows 95 & windows NT		QA76.76 /R33	1996
75	Doğrusal programlama	Kara, İmdat	T57.74 /K37	1991
76	Internet and World Wide Web: how to program	Deitel, Harvey M.	QA76.625 /D45	2001
77	The art of computer programming: Fundamental algorithms	Knuth, Donald Ervin	QA76.6 /K58	1997
78	Fundamentals of math and physics for game programmers	Stahler, Wendy	QA76.76 .C672 /S73	2006
79	Refactoring: improving the design of existing code	Fowler, Martin	QA76.76 .R42 /F69	1999
80	NLP ile 1 numara olmak: okulda, evde, işte, yaşamda ve aşta	Erengil, Cengiz	BF637 .N46 /E74	2006
81	NLP ile hızlı okuma: anlayarak çok hızlı okuma ve öğrenme	Kondu, Cemal	BF637 .N46 /K66	2006
82	NLP ile sınav serüveni: sınavlara etkili hazırlık ve başarı rehberi	Şenyürek, Bülent	BF637 .N46 /S46	2006
83	Problem solving and programming concepts	Sprinkle, Maureen	QA76.6 /S67	2006
84	Object-oriented programming in JAVA	Kalin, Martin	QA76.64 /K35	2001
85	Operations research: an introduction	Taha, Hamdy A.	T57.6 /T34	1997
86	Adım adım microsoft ADO.NET step by step	Riordan, Rebecca	QA76.9 .V4 /R56	2003
87	Nörolingüistik programlama: kişiye özgü tecrübelerin yapısının incelenmesi = Neuro-linguistic programming		BF455 /N67	2006
88	NLP ile coşkulu yaşam	Kondu, Cemal	BF637 .N46 /K663	2006
89	Lineer olmayan programlama problemleri	Erdoğan, N. Kemal	T57.8 /E73	2006
90	Ag4 media facades		NA2941 /A34	2006
91	Sınırsız güç: kişisel başarıda zirveye ulaşmanın yolu	Robbins, Anthony	BF637 .S8 /R63	1993
92	Photoshop CS2 for Windows and Macintosh	Weinmann, Elaine	T385 /W45	2005
93	Modern heuristic search methods		T57.84 /M63	1996
94	Final Cut Pro 5	Weynand, Diana	TR899 /W49	2006
95	Modeling the supply chain	Shapiro, Jeremy F.	TS161 /S53	2007
96	The vehicle routing problem		QA402.6 /V44	2001
97	Problem solving and programming concepts	Sprinkle, Maureen	QA76.6 /S67	2006
98	Fuzzy sets based heuristics for optimization		T57.84 /F89	2003
99	ASP.NET website programming: problem, design, solution	Bellinaso, Marco	TK5105.8885 .A26 /B46	2003
100	Spiritüel NLP = handbuch des spirituellen NLP	Lübeck, Walter	BF637 .N46 /L83	2006
101	Programming cultures: art and architecture in the age of software		NA1 /P76	2006
102	A first course in optimization theory	Sundaram, Rangarajan K.	QA402.5 /S86	2005
103	Frontiers in global optimization		QA402.5 /F76	2004
104	Programming for TV, radio, and the internet: strategy, development, and evaluation	Perebinosoff, Philippe	PN1990.83 /P47	2005
105	Modeling the supply chain	Shapiro, Jeremy F.	TS161 /S53	2007
106	Linear and nonlinear programming	Luenberger, David G.	T57.7 /L84	2003
107	Modern radio production: production, programming, and performance	Hausman, Carl	PN1991.75 /H38	2007
108	Optimization in operations research	Rardin, Ronald L.	T57.7 /R37	1998
109	Computers and intractability: a guide to the theory of NP-completeness	Garey, Michael R.	QA76.6 /G37	1979
110	Linear and nonlinear programming	Nash, Stephen G.	T57.74 /N37	1996
111	Yaşam geminizin kaptanı olun: NLP ile liderlik ve başarı sanatı	Erengil, Cengiz	BF637 .N6 /E74	2005
112	Nonlinear programming	Bertsekas, Dimitri P.	T57.8 /B47	2003
113	A practical guide to linux commands, editors, and shell programming	Sobell, Mark G.	QA76.76 .O63 /S63	2005
114	C++ GUI programming with Qt 4	Blanchette, Jasmin	QA76.9 .U83 /B53	2008
115	Game programming in C++	Yuzwa, Erik	QA76.76 .C672 /Y89	2006
116	The object-oriented thought process	Weisfeld, Matt A.	QA76.64 /W45	2004
117	Computers and intractability: a guide to the theory of NP-completeness	Garey, M. R.; Johnson D. S.	QA76.6 /G37	1979
118	4GL performance tuning student lab guide		QA76.9 .D3 /F68	2004
119	4GL performance tuning student guide		QA76.9 .D3 /F68	2004b
120	4GL essentials student/instructor lab guide	Kaplan, Judy	QA76.9 .D3 /K375	2005
121	4GL essentials student guide	Kaplan, Judy	QA76.9 .D3 /K37	2005
122	4GL essentials student guide	Kaplan, Judy	QA76.9 .D3 /K37	2005
123	Opening 4GL applications to web services clients student guide	Hitchcock, Bruce	QA76.9 .D3 /H58	2004b
124	Opening 4GL applications to .NET clients student guide	Hitchcock, Bruce	QA76.9 .D3 /H583	2004b
125	Opening 4GL applications to .NET clients student lab guide	Hitchcock, Bruce	QA76.9 .D3 /H583	2004
126	Opening 4GL applications to web services clients student lab guide	Hitchcock, Bruce	QA76.9 .D3 /H58	2004
127	What's new OpenEdge 10.1: object-oriented programming: learning guide	Swiercz, Stan	QA76.64 /S95	2006
128	What's new OpenEdge 10.1: sonic integration learning guide	Rosenberg, Elaine	QA76.9 .D3 /R67	2006
129	What's new OpenEdge 10.1: OpenEdge architect	Willis, James	QA76.9 .D3 /W55	2006
130	What's new OpenEdge 10.1: SOA support learning guide	Rosenberg, Elaine	QA76.9 .D3 /R674	2006
131	Using ProDataSets	Boas, Anne	QA76.9 .D3 /B63	2006
132	Distributed AppServer application development student lab guide	Swiercz, Stan	QA76.9 .D3 /S95	2005
133	Distributed AppServer application development student guide	Swiercz, Stan	QA76.9 .D3 /S95	2005b
134	Distributed AppServer application administration student lab guide	Swiercz, Stan	QA76.9 .D3 /S954	2005
135	Distributed AppServer application administration student guide	Swiercz, Stan	QA76.9 .D3 /S954	2005b
136	OpenEdge development with sonic ESB student/instructor lab guide	Rosenberg, Elaine	QA76.9 .D3 /R67	2005
137	OpenEdge development with sonic ESB student guide	Rosenberg, Elaine	QA76.9 .D3 /R67	2005b
138	Understanding the OpenEdge reference architecture student/instructor lab guide	Boas, Anne	QA76.9 .D3 /B63	2005
139	Using ProDataSets lab guide	Boas, Anne	QA76.9 .D3 /B63	2006b
140	Using OpenEdge SQL student lab guide	Tran, Peter	QA76.9 .D3 /T73	2004
141	Using OpenEdge SQL student guide	Tran, Peter	QA76.9 .D3 /T73	2004b
142	Quick reference		QA76.9 .D3 /Q55	2005
143	Understanding the OpenEdge reference architecture student/instructor guide	Boas, Anne	QA76.9 .D3 /B63	2005b
144	The sports2000 database supplement		QA76.9 .D3 /S66	[2000]
145	Progress V9 database performance tuning: student guide	Beaudette, René	QA76.9 .D3 /B43	2001
146	WebSpeed application development		QA76.9 .D3 /W43	2001
147	Distributed smartObjects advanced learning module		QA76.9 .D3 /W43	2003

148	Product update bulletin		QA76.9 .D3 /P76	2004
149	Advanced SmartObject development-lab book	Boas, Anne L.	QA76.9 .D3 /B63	2003
150	Advanced SmartObject development	Boas, Anne L.	QA76.9 .D3 /B63	2003b
151	Simplifying application development with object-oriented techniques lab guide		QA76.9 .D3 /S56	2002
152	Simplifying application development with object-oriented techniques	Casler, Peter	QA76.9 .D3 /C37	2002
153	Development and deploying webclient applications-lab guide	Sorcinelli, Don	QA76.9 .D3 /S67	2002
154	Development and deploying webclient applications	Sorcinelli, Don	QA76.9 .D3 /S67	2002b
155	Building SmartObject applications lab guide	Sullivan, Joan	QA76.9 .D3 /S85	2003
156	Building SmartObject applications	Sullivan, Joan	QA76.9 .D3 /S85	2003b
157	GUI application development lab guide		QA76.9 .D3 /G85	2004
158	GUI application development	Swiercz, Stan	QA76.9 .D3 /S95	2004
159	4GL development with XML lab guide	Rosenberg, Elaine	QA76.9 .D3 /R67	2003
160	4GL development with XML	Rosenberg, Elaine	QA76.9 .D3 /R67	2003b
161	Cross-platform game programming	Goodwin, Steven	QA76.76 .C672 /G66	2005
162	integer programming	Wolsey, Laurence A.	T57.74 /W65	1998
163	Markov decision processes: discrete stochastic dynamic programming	Puterman, Martin L.	QA274.7 /P88	2005
164	Nonlinear programming: theory and algorithms	Bazaraa, Mokhtar S.	T57.8 /B39	2006
165	Design patterns: elements of reusable object-oriented software		QA76.64 /D47	1995
166	Nlp ile koçluk	O'Conner, Joseph	HF 5385 /O26	2004
167	Testing object-oriented software	Kung, Chen-Ho	QA 76.64 /K86	1998
168	Professional ASP.NET 2.0		TK 5105.8885 .A26 /P76	2006
169	Concepts of programming languages	Sebesta, Robert W.	QA 76.7 /S43	2002
170	Java: an introduction to computer science and programming	Savitch, Walter J.	QA 76.73 .J38 /S28	c2004
171	Maple advanced programming guide		QA 76.95 /A38	2008
172	Maple introductory programming guide		QA 76.95 /I58	2008
173	Bilgisayar teknolojisi ve programlama eğitim programı		QA 76.6 /B55	2002
174	Basic training in systems analysis	Daniels, Alan	QA 76.6 /D36	1971
175	Problem solving and programming concepts	Sprankle, Maureen	QA 76.6 /S67	2006
176	internet and World Wide Web: how to program	Deitel, P. J.	QA 76.625 /D45	2009
177	Structural equation modeling with LISREL, PRELIS, and SIMPLIS: basic concepts, applications, and prog	Byrne, Barbara M.	QA 278 /B97	1998
178	Model building in mathematical programming	Williams, H. Paul	T 57.7 /W55	1999
179	Structured computer organization	Tanenbaum, Andrew S.	QA 76.6 /T38	2006
180	The 80x86 IBM PC and compatible computers (Volumes I and II): Assembly language, design, and inte	Mazidi, Muhammad Ali	QA 76.8 .I292 /M39	2003
181	A book on C: programming in C	Kelley, Al	QA 76.73 .C15 /K45	1998
182	A first course in optimization theory	Sundaram, Rangarajan K.	QA 402.5 /S86	2005
183	A first course in optimization theory	Sundaram, Rangarajan K.	QA 402.5 /S86	2005
184	Fundamentals of math and physics for game programmers	Stahler, Wendy	QA 76.76 .C672 /S73	2006
185	Concepts of programming languages	Sebesta, Robert W.	QA 76.7 /S43	2006
186	Concepts of programming languages	Sebesta, Robert W.	QA 76.7 /S43	2010
187	Developing games in Java	Brackeen, David	QA 76.76 .C672 /B73	2004
188	Paradigms of artificial intelligence programming: case studies in Common Lisp	Norvig, Peter	QA 76.6 /N67	1992
189	The C++ programming language	Stroustrup, Bjarne	QA 76.73 .C153 /S77	2000
190	Programming: principles and practice using C++	Stroustrup, Bjarne	QA 76.73 .C153 /S77	2009
191	Handbook of constraint programming		QA 76.612 /H36	2006
192	Constraint-based local search	Van Hentenryck, Pascal	QA 76.73 .I58 /V36	2005
193	Rules of play: game design fundamentals	Salen, Katie	QA 76.76 .C672 /S25	2004
194	Principles of constraint programming	Apt, Krzysztof R.	QA 76.612 /A68	2003
195	Andrew Rollings and Ernest Adams on game design	Rollings, Andrew	QA 76.76 .C672 /R65	2003
196	Chris Crawford on game design	Crawford, Chris	QA 76.76 .C672 /C73	2003
197	Constraint-based scheduling: applying constraint programming to scheduling problems	Baptiste, Philippe	TS 157.5 /B37	2001
198	Architecture-independent programming for wireless sensor networks	Bakshi, Amol B.	TK 7872 .D48 /B34	2008
199	Operations research: an introduction	Taha, Hamdy A.	T 57.6 /T34	1976
200	UNIX applications programming: mastering the shell	Swartz, Ray	QA 76.76 .O63 /S94	1990
201	Game architecture and design	Rollings, Andrew	QA 76.64 /R64	2004
202	Radio programming: tactics and strategy	Norberg, Eric G.	PN 1991.55 /N67	1996
203	The x86 PC: Assembly language, design, and interfacing	Mazidi, Muhammad Ali	QA 76.8 .I292 /M37	2010
204	OpenGL programming for the X Window System	Kilgard, Mark J.	T 385 /K48	1996
205	OpenGL programming guide: the official guide to learning OpenGL, release 1	Neider, Jackie	T 385 /N43	1993
206	Introduction to linear programming	Vaserstein, Leonid Nison	T 57.74 /V36	2003
207	Systems analysis and design	Kendall, Kenneth E.	QA 76.9 .S88 /K46	2010
208	80386/80286 assembly language programming	Murray, William H.	QA 76.8 .I2928 /M87	1986
209	The new Peter Norton programmer's guide to the IBM PC and PS/2	Norton, Peter	QA 76.8 .I1015 /N67	1988
210	Linear programming and network flows	Bazaraa, M. S.	T 57.74 /B39	2010
211	Optimization theory with applications	Pierre, Donald A.	QA 402.5 /P5	1986
212	Computers and intractability: a guide to the theory of NP-completeness	Garey, Michael R.	QA 76.6 /G37	1979
213	Mathematics for 3D game programming and computer graphics	Lengyel, Eric	QA 76.76 .C672 /L46	2004
214	AI for game developers	Bourg, David M.	QA 76.76 .C672 /B68	2004
215	Design patterns: elements of reusable object-oriented software		QA 76.64 /D47	1995
216	Beyond the C++ standard library: an introduction to Boost	Karlsson, Björn	QA 76.73 .C153 /K36	2006
217	Linear programming and network flows	Bazaraa, M. S.	T 57.74 /B39	2010
218	Multi-objective optimization using evolutionary algorithms	Deb, Kalyanmoy	QA 402.5 /D32	2009
219	Smart card applications: design models for using and programming smart cards	Rankl, Wolfgang	TK 7895 .S62 /R35	2007
220	Constraint-based scheduling: applying constraint programming to scheduling problems	Baptiste, Philippe	TS 157.5 /B36	2001
221	Design patterns explained: a new perspective on object-oriented design	Shalloway, Alan	QA 76.9 .O35 /S52	2005

222	Production planning by mixed integer programming	Pochet, Yves	TS 176 /P57	2006
223	Building and solving mathematical programming models in engineering and science		T 57.7 /B85	2002
224	Introduction to algorithms		QA 76.6 /I58	2009
225	The Intel microprocessors : 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, Pentium Pro pro	Brey, Barry B.	QA 76.8 .I292 /B74	2009
226	Nonlinear multiobjective optimization	Miettinen, Kaisa	T 57.95 /M52	1999
227	Unity game development essentials	Goldstone, Will	QA 76.76 .C672 /G65	2009
228	New developments in multiple objective and goal programming		T 57.95 /I56	2010
229	Pro OGRE 3D programming	Junker, Gregory	QA 76.76 .C672 /J86	2006
230	Araç rotalama problemlerinin global karınca koloni optimizasyonu ile çözümü	Keskintürk, Timur	QA 402.6 /A97	2010
231	Localization algorithms and strategies for wireless sensor networks		TK 7872 .D48 /L63	2009
232	Programming for TV, radio, and the internet: strategy, development, and evaluation	Perebinosoff, Philippe	PN 1990.83 /P47	2005
233	Beginning BlackBerry development	Rizk, Anthony	QA 76.8 .B53 /R59	2009
234	Advanced BlackBerry development	King, Chris	TK 6570 .M6 /K56	2009
235	Learn Blackberry games development	Hamer, Carol	QA 76.76 .C672 /H36	2010
236	BlackBerry development fundamentals	Wargo, John M.	QA 76.8 .B53 /W37	2009
237	Production planning by mixed integer programming	Pochet, Yves	TS 176 /P57	2006
238	The Intel microprocessors : 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, Pentium Pro pro	Brey, Barry B.	QA 76.8 .I292 /B74	2009
239	AI for game developers	Bourg, David M.	QA 76.76 .C672 /B68	2004
240	AI for game developers	Bourg, David M.	QA 76.76 .C672 /B68	2004
241	3D games :animation and advanced real-time rendering	Watt, Alan H.	QA 76.76 .C672 /W38	2003
242	ASP.NET 2.0 website programming: problem-design-solution	Bellinaso, Marco	TK 5105.8885 .A26 /B45	2006
243	Beginning .Net game programming in VB .Net	Weller, David	QA 76.76 .C672 /W45	2004
244	Access programming for dummies	Krumm, Rob	QA 76.9 .D3 /K78	1994
245	Object-oriented programming in C++	Johnsonbaugh, Richard	QA 76.64 /J64	2000
246	Algoritma	Çamoğlu, Kadir	QA 76.9 .D35 /C36	2011
247	NLP ile hızlı okuma	Kondu, Cemal	BF 637 .N46 /K663	2006