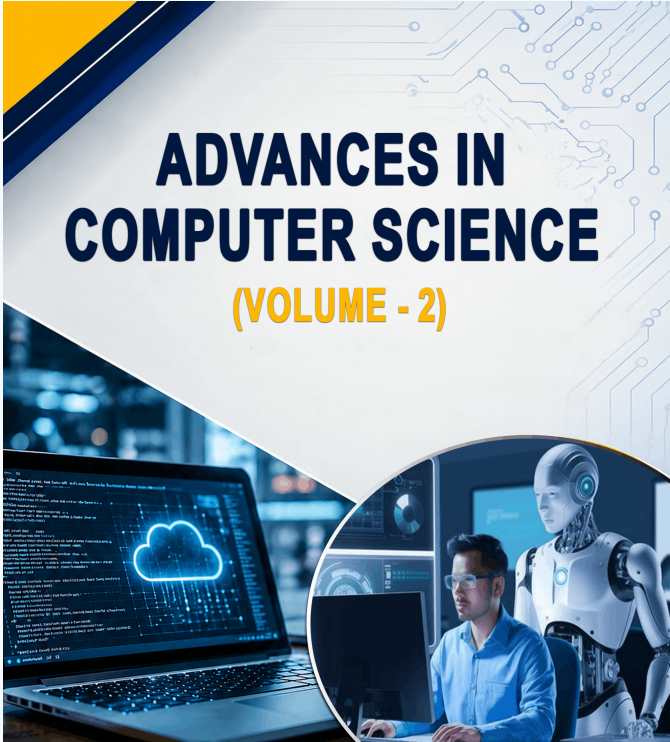


Advances in Computer Science (Volume -2)

ENGINEERING AND TECHNOLOGY



**ADVANCES IN
COMPUTER SCIENCE**
(VOLUME - 2)

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Mrs. Nidhi Richhariya

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SERIES EDITORS EDITORIAL LEADERSHIP



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Assistant Professor at SCOPE Global Skill University

SUBMISSION PROCEDURE AUTHOR GUIDANCE

- 1 Prepare an original, unpublished chapter relevant to the scope and recommended topics of the edited book.
- 2 Visit the book page and review the scope, topics, and submission requirements: [Chapter Submission Form](#)
- 3 Fill in the online submission form with the chapter title, author details, and co-author information (if applicable). or Email as on agvolumes@gmail.com
- 4 Upload your completed chapter in Word or PDF format .
- 5 The editorial team will review your submission and notify you required revisions.

OBJECTIVE KEY FOCUS

To present recent research, new technologies, and innovative ideas in computer science, helping researchers, students, and professionals improve their knowledge, explore practical applications, and support future research.

AIM & SCOPE RESEARCH FOCUS

Advances in Computer Science (Volume 2) is a comprehensive collection of contemporary research, innovations, and emerging trends that continue to shape the rapidly evolving field of computer science. This volume brings together diverse perspectives on modern technologies, methodologies, and applications, providing valuable insights for researchers, academicians, professionals, and students.

The book explores a broad range of areas, including artificial intelligence, deep learning, data science, cloud computing, Internet of Things (IoT), cybersecurity, blockchain, computer networks, software engineering, and intelligent computing systems. Each chapter presents research-based knowledge, innovative approaches, and practical applications that address current challenges in computing and technology.

The volume shows how new ideas and technologies in computer science can be used to solve real-world problems. It brings together useful research, practical approaches, and different areas of computing, while encouraging further study, innovation, and collaboration.

Advances in Computer Science (Volume 2) serves as a valuable reference for postgraduate students, researchers, educators, and technology professionals seeking to expand their understanding of contemporary computer science.

TARGET AUDIENCE INTENDED READERSHIP

This volume is intended for postgraduate students, research scholars, academicians, educators, software professionals, engineers, technology practitioners, and industry researchers working in computer science and related disciplines. It is particularly valuable for readers interested in emerging technologies, computational methods, artificial intelligence, data-driven systems, cybersecurity, software engineering, and intelligent computing. Researchers can use the volume to explore recent developments, identify research challenges, and develop new ideas for future investigation. Educators and students may use the chapters as supplementary academic material, while professionals can benefit from practical insights into modern computing applications. The volume also welcomes interdisciplinary researchers applying computational techniques to solve problems in science, engineering, business, and other domains.

SUGGESTED TOPICS INDICATIVE THEMES

Artificial Intelligence, Machine Learning, Deep Learning, Data Science, Big Data Analytics, Computer Vision, Natural Language Processing, Cybersecurity, Information Security, Cloud Computing, Edge Computing, Internet of Things (IoT), Blockchain, Computer Networks, Software Engineering, Database Systems, Web Technologies, Mobile Computing, Robotics, Neural Networks, Intelligent Systems, Computational Intelligence, Pattern Recognition, Human-Computer Interaction, Distributed Computing, Algorithms, Predictive Analytics, Automation, Emerging Technologies, and interdisciplinary applications of computer science.

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MACHINE LEARNING

DEEP LEARNING

DATA SCIENCE

BIG DATA

COMPUTER SCIENCE

CYBERSECURITY

CLOUD COMPUTING

INTERNET OF THINGS

IOT

BLOCKCHAIN

COMPUTER NETWORKS

SOFTWARE ENGINEERING

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