

			Java Programming From Problem Analysis to Program Design Lab Manual	450	
			Goovy Programming An Introduction for Java Developers	32400	32400
			Discovering Computers 2018 Digital Technology, Data, and Devices	1,1800	1,1800
			Discrete Mathematics and its Applications (CIS10M)	1,2300	1,2300
			Principles of Information Systems	980	980
			Guide to Queuing Systems	1,080	1,080
			Feasibility Study	800	800
			Marketing Management	1,000	1,000
			Marketing Basics Modules of Marketing	1,000	1,000
			Essentials of Marketing Management (CIS10M)	6E.0	6E.0
				7E.0	
				2E.0	
			Marketing Research	280	

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