Information technologies are one of the most influencing, dynamic, and rapidly growing areas of human activity nowadays. The information technology research can be subdivided into two major areas: computer science and computer engineering. Computer science studies the algorithms and data structures used for logical organization of computer programs, while computer engineering is aimed on development of better and faster devices that serve as the physical basis for execution of the programs. Finally, both areas collaborate on development of practical applications that improve the quality of people's life.

This volume contains 20 carefully selected peer-reviewed original research papers on both theoretical advances and practical applications of computer science and engineering. The papers are structured into the following six sections:

Software Technology
Information Systems
Networking
Logic and String Algorithms
Image Processing
Applications

The volume will be useful for researches, engineers, and students working in the respective areas of computer science and engineering, as well as for all readers interested in computer science, computer engineering, and real-life applications of computers.

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