

**Important Dates Volume 10, Issue 4 (June 2019)****Paper Submission Deadline:** June 15, 2019**Acceptance/Rejection Notification:** June 28, 2019**Publication Date:** June 30, 2019**Please send your manuscript to:**[editor@ijcst.org](mailto:editor@ijcst.org) or [editors.ijcst@gmail.com](mailto:editors.ijcst@gmail.com)For new manuscript submission, please follow the [Instructions to Authors](#) or [Paper Format](#)**ABOUT THE JOURNAL**

ISSN 2047-3338 (Online)

**IJCST** is a peer-reviewed, open access scholarly journal that publishes original research works and review articles in all areas of the computer science including computer networks, communications, telecommunications and its applications for wired and wireless networks. IJCST mainly focuses and prefers papers with successful practical work, comprehensible description, and clear framework for mathematical modeling and algorithm. IJCST provides a challenging forum for academic, scientist and industrial professionals to discuss recent progress in the area of future generation communication, information security and networking. Authors are solicited to contribute to the journal by submitting articles that illustrate research results, projects, surveying works and industrial experiences.

**The topics covered by this journal include, but not limited to, the following topics:**

- Computer Networks and Protocols
- Control and Simulation
- Computer Architecture and Embedded System
- Computer Vision
- Data Structure and Algorithms
- Distributed Sensor Networks
- High-Speed Network Architecture
- Human Computer Interaction
- Industrial Applications of Neural Networks
- Information Technology and their application
- Bluetooth Technology
- Intelligent Control System
- Emerging Issues in 3G and 4G Networks
- Internet Services and Applications
- Management information systems
- Mobile and Wireless Networks
- Multimedia Communications
- Machine Learning
- Network Modeling and Simulation
- Optical Networks
- Operating Systems
- Real-Time Multimedia Signal Processing
- Theoretical Computer Science
- Theory of Automata and Compiler
- User Interfaces and Interaction Models
- Vision-Based Applications
- Routing, and Communication Primitives in Ad-hoc and Sensor Networks
- Cryptography, Security and Privacy of Mobile & Wireless Networks
- Performance Evaluations of Protocols & Security Application
- Cognitive Radio Systems
- Recent Trends in Mobile and Wireless Applications
- Distributed algorithms of mobile computing
- Broadband Access Networks
- Peer-to-Peer Network Security
- Database and System Security
- Ubiquitous Computing Security
- Wired/Wireless Sensor Networks
- Rationing Methods and Data Mining .... more.....