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### Brookshear & Brylow, Computer Science: An Overview | Pearson

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Intersections with the new College Board Advanced Placement® Computer Science Principles ( “ CSP ” ) exam—While the primary audience for this book remains college-level introductory courses, this edition explicitly calls out many points of intersection with CSP content to better assist students and instructors either preparing for the AP® CSP exam, or taking a college-level course that is ...

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Textbook solutions for Computer Science: An Overview (13th Edition) (What's New... 13th Edition Glenn Brookshear and others in this series. View step-by-step homework solutions for your homework. Ask our subject experts for help answering any of your homework questions!

Now in its eighth edition, this book continues to provide a comprehensive, accessible, and up-to-date introduction to the dynamic field of computer science using a breadth-first approach. The table of

contents and the text itself have been revised and expanded to reflect changes in the field, including the trend toward using Web and Internet Technology, the evolution of Objects, and the important growth in the field of databases. Specifically, chapter three from the previous edition has been expanded into two chapters. Chapter three will now only cover Operating Systems and the new chapter four will focus on Networks and the Internet. Anyone interested in gaining a thorough introduction to Computer Science.

Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith — Indiana University of PA; Dennis Brylow — Marquette University), new, modern examples, and updated coverage based on current technology.

For Introduction to Computer Science courses. Surveys the breadth of computer science--with the depth needed to explore concepts Computer Science: An Overview is written for students of computer science as well as students from other disciplines. Its broad coverage and clear exposition are accessible to students from all backgrounds, encouraging a practical and realistic understanding of the subject. Written to provide students with a bottom-up, concrete-to-abstract foundation, this broad background exposes beginning computer science students to the breadth of the subject in which they are planning to major, and students from other disciplines to what they need to relate to the technical society in which they live. Individual chapters are independent, and can be covered in an order that suits instructor course needs with selected content marked as optional for the introductory course. With a new full-color design, each chapter in the 13th Edition has seen revisions, updates, and corrections from the previous editions. The text also continues to use Python to provide programming tools for exploration and experimentation. More than 1,000 questions and exercises, Chapter Review Problems, and Social Issues questions reinforce core concepts. The text's Companion Website extends resources to enhance the course.

This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

Learn how to program with C++ using today ' s definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik ' s time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik ' s experience further strengthen the reader ' s understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Have you ever thought that computer science should include more dragons and wizards? Computational Fairy Tales introduces principles of computational thinking, illustrating high-level computer science concepts, the motivation behind them, and their application in a non-computer—fairy tale—domain. It's a quest that will take you from learning the basics of programming in a blacksmith's forge to fighting curses with recursion. Fifteen seers delivered the same prophecy, without so much as a single minstrel to lighten the mood: an unknown darkness threatens the kingdom. Suddenly, Princess Ann finds herself sent forth alone to save the kingdom. Leaving behind her home, family, and pet turtle Fido, Princess Ann must face goblin attacks, magical curses, arrogant scholars, an unpleasant oracle, and rude Boolean waiters. Along the way she must build a war chest of computational knowledge to survive the coming challenge.

Philosophy and Computing explores each of the following areas of technology: the digital revolution; the computer; the Internet and the Web; CD-ROMs and Multimedia; databases, textbases, and hypertexts; Artificial Intelligence; the future of computing. Luciano Floridi shows us how the relationship between philosophy and computing provokes a wide range of philosophical questions: is there a philosophy of information? What can be achieved by a classic computer? How can we define complexity? What are the limits of quantum computers? Is the Internet an intellectual space or a polluted environment? What is the paradox in the Strong Artificial Intelligence program? Philosophy and Computing is essential reading for anyone wishing to fully understand both the development and history of information and communication technology as well as the philosophical issues it ultimately raises.

This timely revision of an all-time best-seller in the field features the clarity and scope of a Stallings classic. This comprehensive volume provides the most up-to-date coverage of the essential topics in data communications, networking, Internet technology and protocols, and standards - all in a convenient modular format. Features updated coverage of multimedia, Gigabit and 10 Gbps Ethernet, WiFi/IEEE 802.11 wireless LANs, security, and much more. Ideal for professional reference or self-study. For Product Development personnel, Programmers, Systems Engineers, Network Designers and others involved in the design of data communications and networking products.

GIS: A Computing Perspective, Second Edition, provides a full, up-to-date overview of GIS, both Geographic Information Systems and the study of Geographic Information Science. Analyzing the subject from

a computing perspective, the second edition explores conceptual and formal models needed to understand spatial information, and examines the representations and data structures needed to support adequate system performance. This volume also covers the special-purpose interfaces and architectures required to interact with and share spatial information, and explains the importance of uncertainty and time. The material on GIS architectures and interfaces as well as spatiotemporal information systems is almost entirely new. The second edition contains substantial new information, and has been completely reformatted to improve accessibility. Changes include: A new chapter on spatial uncertainty Complete revisions of the bibliography, index, and supporting diagrams Supplemental material is offset at the top of the page, as are references and links for further study Definitions of new terms are in the margins of pages where they appear, with corresponding entries in the index

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