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This is a good book as per its title - an overview of computer science - and a good fit for its intended audience: students venturing into computer science. The book touches on many computer science topics but does not go in-depth - just enough to give a primer for subsequent courses.

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Description Students and instructors alike continue to praise the broad coverage and clear exposition that Computer Science: An Overview uses 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.

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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.

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

The authors provide an introduction to quantum computing. Aimed at advanced undergraduate and beginning graduate students in these disciplines, this text is illustrated with diagrams and exercises.

Completely revised and updated, Computer Systems, Fourth Edition offers a clear, detailed, step-by-step introduction to the central concepts in computer organization, assembly language, and computer architecture. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization.

The Handbook Philosophy of Technology and Engineering Sciences addresses numerous issues in the emerging field of the philosophy of those sciences that are involved in the technological process of designing, developing and making of new technical artifacts and systems. These issues include the nature of design, of technological knowledge, and of technical artifacts, as well as the toolbox of engineers. Most of these have thus far not been analyzed in general philosophy of science, which has traditionally but inadequately regarded technology as mere applied science and focused on physics, biology, mathematics and the social sciences. • First comprehensive philosophical handbook on technology and the engineering sciences • Unparalleled in scope including explorative articles • In depth discussion of technical artifacts and their ontology • Provides extensive analysis of the nature of engineering design • Focuses in detail on the role of models in technology