

## Computer Science An Overview 12th Edition

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For the Introduction to Computer Science course. A broad exploration of computer science-with the depth needed to understand concepts Computer Science: An Overview provides a bottom-up, concrete-to-abstract foundation that students can build upon to see the relevance and interrelationships of future computer science courses. Its comprehensive coverage and clear language are accessible to students from all backgrounds, encouraging a practical and realistic understanding. More than 1,000 questions and exercises, Chapter Review Problems, and Social Issues questions reinforce core concepts. The 13th Edition continues its focus on Python to provide programming tools for exploration and experimentation. A new full-color design reflects the use of color in most modern programming interfaces to aid the programmer's understanding of code. Syntax coloring is now used more effectively for clarifying code and pseudocode segments in the text, and many figures and diagrams are now rendered more descriptively.

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.

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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. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

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.

Understanding and overcoming the gender gap in computer science education. The information technology revolution is transforming almost every aspect of society, but girls and women are largely out of the loop. Although women surf the Web in equal numbers to men and make a majority of online purchases, few are involved in the design and creation of new technology. It is mostly men whose perspectives and priorities inform the development of computing innovations and who reap the lion's share of the financial rewards. As only a small fraction of high school and college computer science students are female, the field is likely to remain a "male clubhouse," absent major changes. In Unlocking the Clubhouse, social scientist Jane Margolis and computer scientist and educator Allan Fisher examine the many influences contributing to the gender gap in computing. The book is based on interviews with more than 100 computer science students of both sexes from Carnegie Mellon University, a major center of computer science research, over a period of four years, as well as classroom observations and conversations with hundreds of college and high school faculty. The interviews capture the dynamic details of the female computing experience, from the family computer kept in a brother's bedroom to women's feelings of alienation in college computing classes. The authors investigate the familial, educational, and institutional origins of the computing gender gap. They also describe educational reforms that have made a dramatic difference at Carnegie Mellon:where the percentage of women entering the School of Computer Science rose from 7% in 1995 to 42% in 2000!and at high schools around the country.

An introduction to applying predicate logic to testing and verification of software and digital circuits that focuses on applications rather than theory. Computer scientists use logic for testing and verification of software and digital circuits, but many computer science students study logic only in the context of traditional mathematics, encountering the subject in a few lectures and a handful of problem sets in a discrete math course. This book offers a more substantive and rigorous approach to logic that focuses on applications in computer science. Topics covered include predicate logic, equation-based software, automated testing and theorem proving, and large-scale computation. Formalism is emphasized, and the book employs three formal notations: traditional algebraic formulas of propositional and predicate logic; digital circuit diagrams; and the widely used partially automated theorem prover, ACL2, which provides an accessible introduction to mechanized formalism. For readers who want to see formalization in action, the text presents examples using Proof Pad, a lightweight ACL2 environment. Readers will not become ALC2 experts, but will learn how mechanized logic can benefit software and hardware engineers. In addition, 180 exercises, some of them extremely challenging, offer opportunities for problem solving. There are no prerequisites beyond high school algebra. Programming experience is not required to understand the book's equation-based approach. The book can be used in undergraduate courses in logic for computer science and introduction to computer science and in math courses for computer science students.

This book provides an overview of current activities in the fascinating area between computer science and sports, presenting the state of the art in utilising the latest developments in computer science to support sports coaches and athletes. It covers a broad range of topics reflecting the diversity of this interdisciplinary field, including concepts in informatics like expert systems, modelling, simulation, machine learning, robotics, and sensor integration. Further, it describes applications of computer science in sports, such as alpine skiing, badminton, football, rowing, and table tennis, as well as interesting applications areas of sport like dementia, physiology, training, and space flights. The appeals to informaticians interested in the application field of sports as well as for sports scientists and practitioners looking for advanced methods in their particular sport.

Practitioners and scholars explore ethical, social, and conceptual issues arising in relation to such devices as fitness monitors, neural implants, and a toe-controlled computer mouse. Body-centered computing now goes beyond the "wearable" to encompass implants, bionic technology, and ingestible sensors:technologies that point to hybrid bodies and blurred boundaries between human, computer, and artificial intelligence platforms. Such technologies promise to reconfigure the relationship between bodies and their environment, enabling new kinds of physiological interfacing, embodiment, and productivity. Using the term embodied computing to describe these devices, this book offers essays by practitioners and scholars from a variety of disciplines that explore the accompanying ethical, social, and conceptual issues. The contributors examine technologies that range from fitness monitors to neural implants to a toe-controlled mouse. They discuss topics that include the policy implications of ingestibles; the invasive potential of body area networks, which transmit data from bodily devices to the internet; cyborg experiments, linking a human brain directly to a computer; the evolution of the ankle monitor and other intrusive electronic monitoring devices; fashionech, which offers users an aura of "cool" in exchange for their data; and the "final frontier" of technosupremacism: technologies that seek to read our minds. Taken together, the essays show the importance of considering embodied technologies in their social and political contexts rather than in isolated subjectivity or in purely quantitative terms. Contributors Roba Abbas, Andrew Illiadis, Gary Genosko, Suneel Jethani, Deborah Lupton, Katina Michael, M. G. Michael, Marcel O'Gorman, Maggie Orth, Isabel Pedersen, Christine Perakslis, Kevin Warwick, Elizabeth Wissingner

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