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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.

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.

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.

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.

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.