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*New Understanding Computer Science for Advanced Level ...*

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Suitable for all A-Level Computer Science syllabuses and for BTEC(N) Computing courses, this text also provides background reading for those studying for GNVQ Advanced Information Technology. It has been revised in line with the 1997 A-Level syllabuses, and now includes chapter summaries.

Bradley provides concise coverage of all advanced level computer science specification. The text is organised in short bite-sized chapters to facilitate rapid learning, making it an ideal revision aid.

This is a revised edition which includes coverage on the influence and power of the Internet, the inclusion of JavaScript, Java, VBA and Visual Basic languages; extended business, scientific and real-time applications chapters; inclusion of the latest hardware in the input, output and storage chapters; an introductory chapter on syllabus and course requirements for Computer Science; concept checkpoints, hints and did you know sections; revision summaries and exercise and question sections.

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.

Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. Summary Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. You'll work through a series of exercises based in computer science fundamentals that are designed to improve your software development abilities, improve your understanding of artificial intelligence, and even prepare you to ace an interview. As you work through examples in search, clustering, graphs, and more, you'll remember important things you've forgotten and discover classic solutions to your "new" problems! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Whatever software development problem you're facing, odds are someone has already uncovered a solution. This book collects the most useful solutions devised, guiding you through a variety of challenges and tried-and-true problem-solving techniques. The principles and algorithms presented here are guaranteed to save you countless hours in project after project. About the book Classic Computer Science Problems in Java is a master class in computer programming designed around 55 exercises that have been used in computer science classrooms for years. You'll work through hands-on examples as you explore core algorithms, constraint problems, AI applications, and much more. What's inside Recursion, memoization, and bit manipulation Search, graph, and

genetic algorithms Constraint-satisfaction problems K-means clustering, neural networks, and adversarial search About the reader For intermediate Java programmers. About the author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz

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.

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This book explains how the binary works and how it is used by computers to represent information including positive and negative integers, characters and real numbers. It explains the logical and bitwise operations used to manipulate information and perform arithmetic. We also briefly look at how computers store this information in memory and secondary storage, and how it can be transmitted between computers. Topics covered include: INTRODUCING NUMBER BASES AND BINARY CONVERTING FROM BINARY TO DENARY AND VICE-VERSA How to Convert a Binary Number to Denary How to Convert a Denary Number to Binary HOW COMPUTERS GROUP BINARY DIGITS A Closer Look at Bytes A Closer Look at Words \* Word alignment, word alignment and packing, byte ordering and endianness ADDRESSES BOOLEAN OPERATIONS AND LOGIC GATES Fundamentals of Boolean Algebra \* NOT, AND, OR, XOR, NAND, NOR, NXOR Combining Logic Gates \* NOT, AND, OR, XOR, NOR using NAND logic Logical Versus Bitwise Operations Using Bitwise Operations to Set, Clear, Flip or Test Bits \* Setting bits, inverting bits, clearing bits, testing bits ADDING AND SUBTRACTING IN BINARY Adding Binary Integers \* The column addition method of adding denary numbers and adding binary numbers, implementing binary addition using logic gates Subtracting Binary Integers \* The column subtraction methods of subtracting denary numbers and subtracting binary numbers, implementing binary subtraction using logic gates SHIFT OPERATIONS Left Shift Right Shift Circular Shifts MULTIPLICATION AND DIVISION IN BINARY Multiplication \* Multiplying by a power of 2, column multiplication, Russian peasant multiplication algorithm, multiplication in hardware Division \* Dividing by a power of 2, denary long division, binary long division, algorithm for binary long division, division in hardware REPRESENTING CHARACTERS AND STRINGS OF CHARACTERS Representing Individual Characters \* ASCII, extended ASCII, BCDIC and other early character encodings, EBCDIC, Unicode Representing Strings of Characters \* Terminated strings, length-prefixed strings, other string representations REPRESENTING TEXT AND GRAPHICS ON SCREEN Text Mode Displays Bitmap Displays PARITY CHECKING What is a Parity Bit Even and Odd Parity Advantages, Disadvantages and Limitations of Using Parity Checking Parity's Use in RAID Storage Devices Unused Parity Bits SIGNED INTEGERS Offset Binary Signed Magnitude Representation One's Complement Two's Complement Other Representations of Signed Numbers \* Base -2, signed-digit representation REAL NUMBERS Fixed Point Representation Floating Point Representation Rational Data Type Logarithmic Number Systems DENARY ENCODINGS AND DECIMAL DATA TYPES Why Use Denary Representations of Real Numbers? Binary Encodings of Denary \* Serial decimal, two-out-of-five, bi-quinary, character-based encodings of denary, binary-Coded Decimal (BCD), Chen-Ho Encoding, Densely Packed Decimal (DPD) and excess-3 Decimal Data Types \* Which numbers can be exactly represented in fixed and floating point? \* How inexact? \* Issues with inexact representation \* Decimal representation DATA STRUCTURES Structs Arrays Linked Lists and More Complex Structures \* Limitations of arrays, introducing linked lists, singly and doubly linked lists, more complex data structures TYPES OF COMPUTER MEMORY Magnetic-Core Memory and Core Rope Memory RAM \* DRAM and SRAM ROM \* Mask-programmed ROM, PROM, EPROM, EEPROM, Flash memory SECONDARY STORAGE Sequential Storage \* Punched tape, magnetic tape Random Access Storage \* Magnetic disk, optical disk, solid state drives, flash memory and cloud Storage MEASURING MEMORY AND STORAGE DIGITAL COMMUNICATIONS Serial Communication Parallel Communication MEASURING TRANSFER RATES Baud

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