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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. Ethical and legal aspects of areas such as Internet security, software engineering, and database technology bring to light what students should know to be safe and responsible users of technology.

Computer Science: An Overview, 12th Edition—Pearson

Computer Science: An Overview is intended for use in the Introduction to Computer Science course. It is also suitable for all readers interested in a breadth-first introduction to computer science. Computer Science 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 and Dennis Brylow encourage the development of a practical, realistic understanding of the field.

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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 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 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.

In Great Ideas in Computer Science: A Gentle Introduction, Alan Biermann presents the "great ideas" of computer science that together comprise the heart of the field. He condenses a great deal of complex material into a manageable, accessible form. His treatment of programming, for example, presents only a few features of Pascal and restricts all programs to those constructions. Yet most of the important lessons in programming can be taught within these limitations. The student's knowledge of programming then provides the basis for understanding ideas in compilation, operating systems, complexity theory, noncomputability, and other topics. Whenever possible, the author uses common words instead of the specialized vocabulary that might confuse readers. Readers of the book will learn to write a variety of programs in Pascal, design switching circuits, study a variety of Von Neumann and parallel architectures, hand simulate a computer, examine the mechanisms of an operating system, classify various computations as tractable or intractable, learn about noncomputability, and explore many of the important issues in artificial intelligence. This second edition has new chapters on simulation, operating systems, and networks. In addition, the author has upgraded many of the original chapters based on student and instructor comments, with a view toward greater simplicity and readability.

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