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Computer Science Benjamin-Cummings Publishing Company In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

Computer Science Computer Science

Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik's time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Universal Access in Human-Computer Interaction.

Applications and Services Routledge

Operating systems are an essential part of any computer system. Similarly, a course on operating systems is an essential part of any computer science education. This field is undergoing rapid change, as computers are now prevalent in virtually every arena of day-to-day life—from embedded devices in automobiles through the most sophisticated planning tools for governments and multinational firms. Yet the fundamental concepts remain fairly clear, and it is on these that we base this book. We wrote this book as a text for an introductory course in operating systems at the junior or senior undergraduate level or at the first-year graduate level. We hope that practitioners will also find it useful. It provides a clear description of the concepts that underlie operating systems. As prerequisites, we assume that the reader is familiar with basic data structures, computer organization, and a high-level language, such as C or Java. The hardware topics required for an understanding of operating systems are covered in Chapter 1. In that chapter, we also include an overview of the fundamental data structures that are prevalent in most operating systems. For code examples, we use predominantly C, with some Java, but the reader can still understand the algorithms without a thorough knowledge of these languages. Concepts are presented using intuitive descriptions. Important theoretical results are covered, but formal proofs are largely omitted. The bibliographical notes at the end of each chapter contain pointers to research papers in which results were first presented and proved, as well as references to recent material for further reading. In place of proofs, figures and examples are used to suggest why we should expect the result in question to be true. The fundamental concepts and algorithms covered in the book are often based on those used in both commercial and open-source operating systems. Our aim is to present these concepts and algorithms in a general setting that is not tied to one particular operating system. However, we present a large number of examples that pertain to the most popular and the most innovative operating systems,

including Linux, Microsoft Windows, Apple Mac OS X, and Solaris. We also include examples of both Android and iOS, currently the two dominant mobile operating systems.

Getting to Know Ruby Springer

Functional and flexible, this guide takes an objects-first approach to Java programming and problem using games and puzzles. Updated to cover Java version 1.5 features, such as generic types, enumerated types, and the Scanner class. Offers independent introductions to both a command-line interface and a graphical user interface (GUI). Features coverage of Unified Modeling Language (UML), the industry-standard, object-oriented design tool.

Illustrates key aspects of Java with a collection of game and puzzle examples.

Instructor and Student resources available online. For introductory computer programming students or professionals interested in learning Java.

Internet Infrastructure IGI Global

Internet Infrastructure: Networking, Web Services, and Cloud Computing provides a comprehensive introduction to networks and the Internet from several perspectives: the underlying media, the protocols, the hardware, the servers, and their uses. The material in the text is divided into concept chapters that are followed up with case study chapters that examine how to install, configure, and secure a server that offers the given service discussed. The book covers in detail the Bind DNS name server, the Apache web server, and the Squid proxy server. It also provides background on those servers by discussing DNS, DHCP, HTTP, HTTPS, digital certificates and encryption, web caches, and the variety of protocols that support web caching.

Introductory networking content, as well as advanced Internet content, is also included in chapters on networks, LANs and WANs, TCP/IP, TCP/IP tools, cloud computing, and an examination of the Amazon Cloud Service. Online resources include supplementary content that is available via the textbook's companion website, as well useful resources for faculty and students alike, including: a complete lab manual; power point notes, for installing, configuring, securing and experimenting with many of the servers discussed in the text; power point notes; animation tutorials to illustrate some of the concepts; two appendices; and complete input/output listings for the example Amazon cloud operations covered in the book.

Formal Language The Rosen Publishing Group, Inc This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures. Balancing Agility and Discipline Addison-Wesley Longman

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

The Turing Test, the Frame Problem, and the Ascription of Intelligence to Digital Computers Jones & Bartlett Learning

While information technology continues to play a vital role in every aspect of our lives, there is a greater need for the security and protection of this information. Ensuring the trustworthiness and integrity is important in order for data to be used appropriately. Privacy

Solutions and Security Frameworks in Information Protection explores the areas of concern in guaranteeing the security and privacy of data and related technologies.

This reference source includes a range of topics in information security and privacy provided for a diverse readership ranging from academic and professional researchers to industry practitioners.

Philosophy of Technology and Engineering Sciences MIT Press

In these 34 chapters, we survey the broad disciplines that loosely inhabit the study and practice of human-computer interaction. Our authors are passionate advocates of innovative applications, novel approaches, and modern advances in this exciting and developing field. It is our wish that the reader consider not only what our authors have written and the experimentation they have described, but also the examples they have set.

Choice Jones & Bartlett Publishers

"The user-friendly, object-oriented programming language Python is quickly becoming the most popular introductory programming language for both students and instructors ... Building on essential concepts of computer science and offering a plentitude of real-world examples, Python programming in context, Second edition offers a thorough overview of multiple applied areas, including image processing, cryptography, astronomy, the Internet, and bioinformatics. The text's emphasis on problem solving, extrapolation, and development of independent exploration and solution building provides students with a unique and innovative approach to learning programming." --

Boundaries in an Overconnected World Jones & Bartlett Publishers

Starting Out with Programming Logic and Design, Third Edition, is a language-independent introductory programming book that orients students to programming concepts and logic without assuming any previous programming experience. In the successful, accessible style of Tony Gaddis' best-selling texts, useful examples and detail-oriented explanations allow students to become comfortable with fundamental concepts and logical thought processes used in programming without the complication of language syntax. Students gain confidence in their program design skills to transition into more comprehensive programming courses. The book is ideal for a programming logic course taught as a precursor to a language-specific introductory programming course, or for the first part of an introductory programming course.

Software Studies Matti Tedre

This edited volume with selected expanded papers from CELDA (Cognition and Exploratory Learning in the Digital Age) 2009 (<http://www.celda-conf.org/>) addresses the main issues concerned with problem solving, evolving learning processes, innovative pedagogies, and technology-based educational applications in the digital age. There have been advances in both cognitive psychology and computing that have affected the educational arena. The convergence of these two disciplines is increasing at a fast pace and affecting academia and professional practice in many ways. Paradigms such as just-in-time learning, constructivism, student-centered learning and collaborative approaches have emerged and are being supported by technological advancements such as simulations, virtual reality and multi-agents systems. These developments have created both opportunities and areas of serious concerns. This volume aims to cover both technological as well as pedagogical issues related to these developments.

Operating System Concepts Essentials, 2nd Edition Addison-Wesley Longman

Revised and updated with the latest information in the field, the Fifth Edition of best-selling Computer Science Illuminated continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher. Starting Out with Programming Logic and Design Addison-Wesley Professional

The book provides an introduction to the open-source programming language known as Ruby, including the language's history, the basics of operation, and implementation of the system's application framework, Ruby on Rails.

Lab Mnl Ver C Expe Cmpnt Franklin Beedle & Associates
"Being a certified bibliophile and a professional geek, I have more shelf space devoted to books on software methods than any reasonable human should possess. Balancing Agility and Discipline has a prominent place in that section of my library, because it has helped me sort through the noise and smoke of the current method wars." --From the Foreword by Grady Booch
"This is an outstanding book on an emotionally complicated topic. I applaud the authors for the care with which they have handled the subject." --From the Foreword by Alistair Cockburn
"The authors have done a commendable job of identifying five critical factors--personnel, criticality, size, culture, and dynamism--for creating the right balance of flexibility and structure. Their thoughtful analysis will help developers who must sort through the agile-disciplined debate, giving them guidance to create the right mix for their projects." --From the Foreword by Arthur Pyster
Agility and discipline: These apparently opposite attributes are, in fact, complementary values in software development. Plan-driven developers must also be agile; nimble developers must also be disciplined. The key to success is finding the right balance between the two, which will vary from project to project according to the circumstances and risks involved. Developers, pulled toward opposite ends by impassioned arguments, ultimately must learn how to give each value its due in their particular situations. Balancing Agility and Discipline sweeps aside the rhetoric, drills down to the operational core concepts, and presents a constructive approach to defining a balanced software development strategy. The authors expose the bureaucracy and stagnation that mark discipline without agility, and liken agility without discipline to unbridled and fruitless enthusiasm. Using a day in the life of two development teams and ground-breaking case studies, they illustrate the differences and similarities between agile and plan-driven methods, and show that the best development strategies have ways to combine both attributes. Their analysis is both objective and grounded, leading finally to clear and practical guidance for all software professionals--showing how to locate the sweet spot on the agility-discipline continuum for any given project.

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[Privacy Solutions and Security Frameworks in Information Protection](#) Pearson Higher Ed

This book combines elementary theory from computer science with real-world challenges in global geodetic observation, based on examples from the Geodetic Observatory Wettzell, Germany. It starts with a step-by-step introduction to developing stable and safe scientific software to run successful software projects. The use of software toolboxes is another essential aspect that leads to the application of generative programming. An example is a generative network middleware that simplifies communication. One of the book's main focuses is on explaining a potential strategy involving autonomous production cells for space geodetic techniques. The complete software design of a satellite laser ranging system is taken as an example. Such automated systems are then combined for global interaction using secure communication tunnels for remote access. The network of radio telescopes is used as a reference. Combined observatories form coordinated multi-agent systems and offer solutions for operational aspects of the Global Geodetic Observing System (GGOS) with regard to "Industry 4.0".

[Readings in Cyberethics](#) Elsevier

By staying current, remaining relevant, and adapting to emerging course needs, Operating System Concepts by Abraham Silberschatz, Peter Baer Galvin and Greg Gagne has defined the operating systems course through nine editions. This second edition of the Essentials version is based on the recent ninth edition of the original text. Operating System Concepts Essentials comprises a subset of chapters of the ninth edition for professors who want a shorter text and do not cover all the topics in the ninth edition. The new second edition of Essentials will be available as an ebook at a very attractive price for students. The ebook will have live links for the bibliography, cross-references between sections and chapters where appropriate, and new chapter review questions. A two-color printed version is also available.

[Introduction to Computer Science](#) Springer Science & Business Media

This book of readings is a flexible resource for undergraduate and graduate courses in the evolving fields of computer and Internet ethics. Each selection has been carefully chosen for its timeliness and analytical depth and is written by a well-known expert in the field. The readings are organized to take students from a discussion on ethical frameworks and regulatory issues to a substantial treatment of the four fundamental, interrelated issues of cyberethics: speech, property, privacy, and security. A chapter on professionalism rounds out the selection. This book makes an excellent companion to CyberEthics: Morality and Law in Cyberspace, Third Edition by providing articles that present both sides of key issues in cyberethics.

[Computer Science Illuminated](#) Cengage Learning

Philosophy and Computing explores each of the following areas of technology: the digital revolution; the computer; the Internet and the Web; CD-ROMs and Multimedia; databases, textbases, and hypertexts; Artificial Intelligence; the future of computing. Luciano Floridi shows us how the relationship between philosophy and computing provokes a wide range of philosophical questions: is there a philosophy of information? What can be achieved by a classic computer? How can we define complexity? What are the limits of quantum computers? Is the Internet an intellectual space or a polluted environment? What is the paradox in the Strong Artificial Intelligence program? Philosophy and Computing is essential reading for anyone wishing to fully understand both the development and history of information and communication technology as well as the philosophical issues it ultimately raises.

[Learning Management System Technologies and Software Solutions for Online Teaching: Tools and Applications](#) New World Library

Over the past decade, 24/7 connectivity has given us not only convenience and fun but worries about privacy, interruptions while working or trying to enjoy family or other downtime, and new compulsions — from shopping to tweeting and cute-cat watching. Anne Katherine, one of the authors who brought boundary setting to a mass audience, has now written a book on how to set healthy boundaries with technology. The first of its kind, this resource doesn't suggest anyone go "cold turkey." Instead, it helps people make social media, smart phones, and other innovations work for, rather than against, them. Readers learn to protect themselves online in every way — from predators and data mining as well as time-devouring friends and acquaintances — with an emphasis on preserving and optimizing meaningful personal connections. Anyone who has ever wondered if their cute little gadget was actually an enemy invader will welcome Katherine's strategies for ensuring "that your life is truly your own."