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Cambridge IGCSE® Computer Science Coursebook Springer

Computer science majors taking a non-programming-based course like discrete mathematics might ask 'Why do I need to learn this?' Written with these students in mind, this text introduces the mathematical foundations of computer science by providing a comprehensive treatment of standard technical topics while simultaneously illustrating some of the broad-ranging applications of that material throughout the field. Chapters on core topics from discrete structures - like logic, proofs, number theory, counting, probability, graphs - are augmented with around 60 'computer science connections' pages introducing their applications: for example, game trees (logic), triangulation of scenes in computer graphics (induction), the Enigma machine (counting), algorithmic bias (relations), differential privacy (probability), and paired kidney transplants (graphs). Pedagogical features include 'Why You Might Care' sections, quick-reference chapter guides and key terms and results summaries, problem-solving and writing tips, 'Taking it Further' asides with more technical details, and around 1700 exercises, 435 worked examples, and 480 figures.

Relational and Algebraic Methods in Computer Science CRC Press

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.

A Gentle Introduction Franklin, Beedle & Associates, Inc.

Written by leading Computer Science teachers, this brand-new textbook will guide students through the updated OCR GCSE Computer Science specification topic by topic, and provide them with standalone recap and review sections, worked examples and clear explanations of complex topics. This Student Book:br " develops computational thinking skills in line with the new Practical Programming element of Component 02br " provides differentiated material with the 'beyond the spec' featurebr " includes standalone recap and review sections at the end of each chapterbr " includes answers to the Knowledge Check questions to support independent learningbr " provides definitions of technical terms, along with a glossary of words that will be needed for assessment. Looking for answers for the Student Book? They can be found at the back of the print textbook. You can now access a free set of practice questions on the

Hodder Education website. Please note, these questions are not endorsed by OCR and have not been subject to any OCR quality assurance processes. George Rouse, Lorne Pearcey and Gavin Craddock are highly respected and widely published authors of resources.

Think Java McGraw-Hill Science, Engineering & Mathematics

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards *Introduction to Computer Science, 2/e* Springer

Designed primarily as an introductory text on logic for computer science, this well-organized book deals with almost all the basic concepts and techniques that are pertinent to the subject. It provides an excellent understanding of the logics used in computer science today. Starting with the logic of propositions, it gives a detailed coverage of first order logic and modal logics. It discusses various approaches to the proof theory of the logics, e.g. axiomatic systems, natural deduction systems, Gentzen systems, analytic tableau, and resolution. It deals with an important application of logic to computer science, namely, verification of programs. The book gives the flavour of logic engineering through computation tree logic, a logic of model checking. The book concludes

with a fairly detailed discussion on nonstandard logics including intuitionistic logic, Lukasiewicz logics, default logic, autoepistemic logic, and fuzzy logic. The Second Edition includes applications of compactness theorem to many interesting problems relevant to mathematics and computer science. It also presents the undecidability of first order logic, inexpressibility of truth, and incompleteness of Peano's Arithmetic in a comprehensive and lively manner. Besides students of Computer Science, those offering courses in Mathematics and Philosophy would greatly benefit from this study. **KEY FEATURES**

- Provides numerous worked-out examples which not only illustrate the concepts and theory developed, but also give a lead to the succeeding notions.
- Exercises at the end of each section aim at reinforcing and mastering the techniques, raising issues and preparing background for further development of the subject.
- Problems of theoretical nature, which are important for learning the subject, are included at the end of each chapter.
- The reader is constantly provoked to work out the details, promoting interactive learning.

AQA GCSE Computer Science, Second Edition MIT Press

With breadth and depth of coverage, the Encyclopedia of Computer Science and Technology, Second Edition has a multi-disciplinary scope, drawing together comprehensive coverage of the inter-related aspects of computer science and technology. The topics covered in this encyclopedia include: General and reference Hardware Computer systems organization Networks Software and its engineering Theory of computation Mathematics of computing Information systems Security and privacy Human-centered computing Computing methodologies Applied computing Professional issues Leading figures in the history of computer science The encyclopedia is structured according to the ACM Computing Classification System (CCS), first published in 1988 but subsequently revised in 2012. This classification system is the most comprehensive and is considered the de facto ontological framework for the computing field. The encyclopedia brings together the information and historical context that students, practicing professionals, researchers, and academicians need to have a strong and solid foundation in all aspects of computer science and technology. [7th International Seminar on Relational Methods in Computer Science and 2nd International Workshop on Applications of Kleene Algebra](#), Bad Malente, Germany, May 12-17, 2003, Revised Selected Papers World Scientific

"Havill's problem-driven approach introduces algorithmic concepts in context and motivates students with a wide range of interests and backgrounds." -- Janet Davis, Associate Professor and Microsoft Chair of Computer Science, Whitman College "This book looks really great and takes exactly the approach I think should be used for a CS 1 course. I think it really fills a need

in the textbook landscape." -- Marie desJardins, Dean of the College of Organizational, Computational, and Information Sciences, Simmons University "Discovering Computer Science is a refreshing departure from introductory programming texts, offering students a much more sincere introduction to the breadth and complexity of this ever-growing field." -- James Deverick, Senior Lecturer, The College of William and Mary "This unique introduction to the science of computing guides students through broad and universal approaches to problem solving in a variety of contexts and their ultimate implementation as computer programs." -- Daniel Kaplan, DeWitt Wallace Professor, Macalester College **Discovering Computer Science: Interdisciplinary Problems, Principles, and Python Programming** is a problem-oriented introduction to computational problem solving and programming in Python, appropriate for a first course for computer science majors, a more targeted disciplinary computing course or, at a slower pace, any introductory computer science course for a general audience. Realizing that an organization around language features only resonates with a narrow audience, this textbook instead connects programming to students' prior interests using a range of authentic problems from the natural and social sciences and the digital humanities. The presentation begins with an introduction to the problem-solving process, contextualizing programming as an essential component. Then, as the book progresses, each chapter guides students through solutions to increasingly complex problems, using a spiral approach to introduce Python language features. The text also places programming in the context of fundamental computer science principles, such as abstraction, efficiency, testing, and algorithmic techniques, offering glimpses of topics that are traditionally put off until later courses. This book contains 30 well-developed independent projects that encourage students to explore questions across disciplinary boundaries, over 750 homework exercises, and 300 integrated reflection questions engage students in problem solving and active reading. The accompanying website — <https://www.discoveringcs.net> — includes more advanced content, solutions to selected exercises, sample code and data files, and pointers for further exploration.

Pearson Custom Computer Science CRC Press

This resource is written to follow the updated IGCSE® Computer Science syllabus 0478 with examination from June and November 2016. Cambridge IGCSE® and O Level Computer Science Programming Book for Python accompanies the Cambridge IGCSE and O Level Computer Science coursebook, and is suitable for students and teachers wishing to use Python in their studies. It introduces and develops practical skills to guide students in developing coding solutions to the tasks presented in the book. Starting from simple skills and progressing to more complex challenges, this book shows how to approach a coding problem using Structure Diagrams and Flow Charts, explains programming logic using pseudocode, develops Python programming skills and gives full solutions to

the tasks set.

Python Programming Springer

This proceeding book contains the contributions presented at the 2nd URV Doctoral workshop in Computer Science and Mathematics. The main aim of this workshop is to promote the dissemination of the ideas, methods and results that are developed by the students of our PhD program.

Computer Science Logo Style CRC Press

Discusses most ideas behind a computer in a simple and straightforward manner. The book is also useful to computer enthusiasts who wish to gain fundamental knowledge of computers. **How to Think Like a Computer Scientist Hodder Education**

This volume contains 11 invited lectures and 42 communications presented at the 13th Conference on Mathematical Foundations of Computer Science, MFCS '88, held at Carlsbad, Czechoslovakia, August 29 - September 2, 1988. Most of the papers present material from the following four fields: - complexity theory, in particular structural complexity, - concurrency and parallelism, - formal language theory, - semantics. Other areas treated in the proceedings include functional programming, inductive syntactical synthesis, unification algorithms, relational databases and incremental attribute evaluation. **MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE, Second Edition PHI Learning Pvt. Ltd.**

Updated specification; first teaching September 2020. Specification code: 8525 Written by leading Computer Science teachers, this textbook will guide students through the updated AQA GCSE Computer Science specification topic by topic, and provide them with standalone recap and review sections, practice questions, worked examples and clear explanations of complex topics. This textbook:br " Prepares students for assessment with numerous practice questions for all topicsbr " Develops computational thinking skillsbr " Provides differentiated material with the 'beyond the spec' featurebr " Includes standalone recap and review sections at the end of each chapterbr " Provides definitions of technical terms, along with a glossary of words to ensure students feel confident with the assessment. Authors George Rouse, Lorne Pearcey and Gavin Craddock are highly respected and widely published authors of resources. **A Computer Science Tapestry "O'Reilly Media, Inc."**

Set your students on track to achieve the best grade possible with My Revision Notes: OCR A Level Computer Science. Our clear and concise approach to revision will help students learn, practise and apply their skills and understanding. Coverage of key content is combined with practical study tips and effective revision strategies to create a guide that can be relied on to build both knowledge and confidence. With My Revision Notes: OCR A Level Computer Science, students can: br " Consolidate knowledge with clear,

focused and relevant content coverage, based on what examiners are looking for
AP® Computer Science Principles Crash Course, For the 2021 Exam, 2nd Ed., Book + Online Springer Science & Business Media

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.

An Introduction with Computer Science Applications Cambridge University Press Student-Friendly Coverage of Probability, Statistical Methods, Simulation, and Modeling ToolsIncorporating feedback from instructors and researchers who used the previous edition, **Probability and Statistics for Computer Scientists, Second Edition** helps students understand general methods of stochastic modeling, simulation, and data analysis; make o

The Python Workbook Franklin Beedle & Assoc
A new version of the classic and widely used text adapted for the JavaScript programming language. Since the publication of its first edition in 1984 and its second edition in 1996, **Structure and Interpretation of Computer Programs (SICP)** has influenced computer science curricula around the world. Widely adopted as a textbook, the book has its origins in a popular entry-level computer science course taught by Harold Abelson and Gerald Jay Sussman at MIT. SICP introduces the reader to central ideas of computation by establishing a series of mental models for computation. Earlier editions used the programming language Scheme in their program examples. This new version of the second edition has been adapted for JavaScript. The first three chapters of SICP cover programming concepts that are common to all modern high-level programming languages. Chapters four and five, which used Scheme to formulate language processors for Scheme, required significant revision. Chapter four offers new material, in particular an introduction to the notion of program parsing. The evaluator and compiler in chapter five introduce a subtle stack discipline to support return statements (a prominent feature of statement-oriented languages) without sacrificing tail recursion. The JavaScript programs included in the book run in any implementation of the language that complies with the ECMAScript 2020 specification, using the JavaScript package `sicp` provided by the MIT Press website.

A Visual Approach Springer Science & Business

AP® Computer Science Principles Crash Course® Fully Revised and Updated 2nd Edition for the 2021 Exam! A Higher Score in Less Time! At REA, we invented the quick-

review study guide for AP® exams. A decade later, REA's **Crash Course®** remains the top choice for AP® students who want to make the most of their study time and earn a high score. Here's why more AP® teachers and students turn to REA's **AP® Computer Science Principles Crash Course®: Targeted Review – Study Only What You Need to Know**. REA's all-new 2nd edition addresses all the latest test revisions. Our **Crash Course®** is based on an in-depth analysis of the revised AP® Computer Science Principles Course and Exam Description and sample AP® test questions, released by the College Board in 2020. We cover only the information tested on the exam, so you can make the most of your valuable study time. **Expert Test-taking Strategies and Advice**. Written by a veteran AP® Computer Science teacher, the book gives you the topics and critical context that will matter most on exam day. **Crash Course®** relies on the author's extensive analysis of the test's structure and content. By following his advice, you can boost your score. **Realistic Practice Questions – a mini-test in the book, a full-length exam online**. Are you ready for your exam? Try our focused practice set inside the book. Then go online to take our full-length practice exam. You'll get the benefits of timed testing, detailed answers, and automatic scoring that pinpoints your performance based on the official AP® exam topics – so you'll be confident on test day. When it's crucial crunch time and your **Advanced Placement® exam** is just around the corner, you need REA's **Crash Course for AP® Computer Science Principles! An Introduction to Computer Science Hodder Education**

Provides a comprehensive introduction to probability with an emphasis on computing-related applications This self-contained new and extended edition outlines a first course in probability applied to computer-related disciplines. As in the first edition, experimentation and simulation are favoured over mathematical proofs. The freely downloadable statistical programming language R is used throughout the text, not only as a tool for calculation and data analysis, but also to illustrate concepts of probability and to simulate distributions. The examples in **Probability with R: An Introduction with Computer Science Applications, Second Edition** cover a wide range of computer science applications, including: testing program performance; measuring response time and CPU time; estimating the reliability of components and systems; evaluating algorithms and queuing systems. Chapters cover: The R language; summarizing statistical data; graphical displays; the fundamentals of probability; reliability; discrete and continuous distributions; and more. This second edition includes: improved R code throughout the text, as well as new procedures, packages and interfaces; updated and additional examples, exercises and projects covering recent

developments of computing; an introduction to bivariate discrete distributions together with the R functions used to handle large matrices of conditional probabilities, which are often needed in machine translation; an introduction to linear regression with particular emphasis on its application to machine learning using testing and training data; a new section on spam filtering using Bayes theorem to develop the filters; an extended range of Poisson applications such as network failures, website hits, virus attacks and accessing the cloud; use of new allocation functions in R to deal with hash table collision, server overload and the general allocation problem. The book is supplemented with a **Wiley Book Companion Site** featuring data and solutions to exercises within the book. Primarily addressed to students of computer science and related areas, **Probability with R: An Introduction with Computer Science Applications, Second Edition** is also an excellent text for students of engineering and the general sciences. Computing professionals who need to understand the relevance of probability in their areas of practice will find it useful.

GATE AND PGECET FOR COMPUTER SCIENCE AND INFORMATION TECHNOLOGY, Second Edition Pearson Education India

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An Introduction to Computer Science PUBLICACIONS UNIVERSITAT ROVIRA I VIRGILI

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 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.