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Cornell University Courses of Study Springer Science & Business Media

Master the fundamentals of discrete mathematics with DISCRETE MATHEMATICS FOR COMPUTER SCIENCE with Student Solutions Manual CD-ROM! An increasing number of computer scientists from diverse areas are using discrete mathematical structures to explain concepts and problems and this mathematics text shows you how to express precise ideas in clear mathematical language. Through a wealth of exercises and examples, you will learn how mastering discrete mathematics will help you develop important reasoning skills that will continue to be useful throughout your career.

Getting Started with MATLAB 5 Addison-Wesley

Dive into Systems is a vivid introduction to computer organization, architecture, and operating systems that is already being used as a classroom textbook at more than 25 universities. This textbook is a crash course in the major hardware and software components of a modern computer system. Designed for use in a wide range of introductory-level computer science classes, it guides readers through the vertical slice of a computer so they can develop an understanding of the machine at various layers of abstraction. Early chapters begin with the basics of the C programming language often used in systems programming. Other topics explore the architecture of modern computers, the inner workings of operating systems, and the assembly languages that translate human-readable instructions into a binary representation that the computer understands. Later chapters explain how to optimize code for various architectures, how to implement parallel computing with shared memory, and how memory management works in multi-core CPUs. Accessible and easy to follow, the book uses images and hands-on exercise to break down complicated topics, including code examples that can be modified and executed.

Programming Methodology Brooks/Cole Publishing Company

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects.

After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual

Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Shelly Cashman Microsoft® Office 365 and Excel 2016 Pearson Education India

This is an excellent, up-to-date and easy-to-use text on data structures and algorithms that is intended for undergraduates in computer science and information science. The thirteen chapters, written by an international group of experienced teachers, cover the fundamental concepts of algorithms and most of the important data structures as well as the concept of interface design. The book contains many examples and diagrams. Whenever appropriate, program codes are included to facilitate learning. This book is supported by an international group of authors who are experts on data structures and algorithms, through its website at www.cs.pitt.edu/~jung/GrowingBook/, so that both teachers and students can benefit from their expertise.

Mining of Massive Datasets Prentice Hall

Readers gain a full understanding of today's digital world with the cohesive framework and logical organization found only in Parsons' NEW PERSPECTIVES ON COMPUTER CONCEPTS 2016, COMPREHENSIVE. Newly revised and reorganized, this dynamic book provides the latest updates on emerging technology with engaging learning features, informative visuals and hands-on activities proven to increase learning effectiveness. A new introduction highlights today's digital evolution, while new coverage of social media and online security examines concepts behind the trends. Readers explore the principles behind the wide scope of digital devices in use today with the book's enhanced focus on the connectivity that pervades modern life. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction To Algorithms Pearson

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

The Design and Analysis of Computer Algorithms Pearson Education India

Written by the members of the IFIP Working Group 2.3

(Programming Methodology) this text constitutes an exciting reference on the front-line of research activity in programming methodology. The range of subjects reflects the current interests of the members, and will offer insightful and controversial opinions on modern programming methods and practice. The material is arranged in thematic sections, each one introduced by a problem which epitomizes the spirit of that topic. The exemplary problem will encourage vigorous discussion and will form the basis for an introduction/tutorial for its section.

Concepts Of Programming Languages Pearson Education India

Continuing the success of the popular second edition, the updated and revised Object-Oriented Data Structures Using Java, Third Edition is sure to be an essential resource for students learning data structures using the Java programming language. It presents traditional data structures and object-oriented topics with an emphasis on problem-solving, theory, and software engineering principles. Beginning early and continuing throughout the text, the authors introduce and expand upon the use of many Java features including packages, interfaces, abstract classes, inheritance, and exceptions. Numerous case studies provide readers with real-world examples and demonstrate possible solutions to interesting problems. The authors' lucid writing style guides readers through the rigor of standard data structures and presents essential concepts from logical, applications, and implementation levels. Key concepts throughout the Third Edition have been clarified to increase student comprehension and retention, and end-of-chapter exercises have been updated and modified. New and Key Features to the Third Edition: -Includes the use of generics throughout the text, providing the dual benefits of allowing for a type safe use of data structures plus exposing students to modern approaches. -This text is among the first data structures textbooks to address the topic of concurrency and synchronization, which are growing in the importance as computer systems move to using more cores and threads to obtain additional performance with each new generation. Concurrency and synchronization are introduced in the new Section 5.7, where it begins with the basics of Java threads. -Provides numerous case studies and examples of the problem solving process. Each case study includes problem description, an analysis of the problem input and required output, and a discussion of the appropriate data structures to use. -Expanded chapter exercises allow you as the instructor to reinforce topics for your students using both theoretical and practical questions. -Chapters conclude with a chapter summary that highlights the most important topics of the chapter and ties together related topics.

Applied Fluid Mechanics Lab Manual Pearson

The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions

and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python ‘ on the streets ’ could be a little jealous of students who have the opportunity to take a course out of Langtangen ’ s Primer. ” John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 “ This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python... ” Joan Horvath, Computing Reviews, March 2015

Exploring Microsoft Word 2016 Comprehensive Jones & Bartlett Publishers

Introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design. The Eleventh Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada and Fortran. The addition of relevant new topics and examples such as reflection and exception handling in Python and Ruby add to the currency of the text. Through a critical analysis of design issues of various program languages, Concepts of Programming Languages teaches students the essential differences between computing with specific languages.

Robert W. Sebesta is Associate Professor Emeritus, Computer Science Office, UCCS, University of Colorado at Colorado Springs. -- Publisher's note.

Understanding by Design CRC Press

Presents a multifaceted model of understanding, which is based on the premise that people can demonstrate understanding in a variety of ways.

Computer Science Handbook Benjamin-Cummings Publishing Company

本书介绍使用C++进行程序设计和软件开发的基本原理,适用作大学各专业学生学习面向对象程序设计课的教材。

C++ Programming: From Problem Analysis to Program Design Manning Publications Company

As the title suggests, this book explores the concepts of drawing, graphics and animation in the context of coding. In this endeavour, in addition to initiating the process with some historical perspectives on programming languages, it prides itself by presenting complex concepts in an easy-to-understand fashion for students, artists, hobbyists as well as those interested in computer science, computer graphics, digital media, or interdisciplinary studies. Being able to code requires abstract thinking, mathematics skills, spatial ability, logical thinking, imagination, and creativity. All these abilities can be acquired with practice, and can be mastered by practical exposure to art, music, and literature. This book discusses art, poetry and other forms of writing while pondering difficult concepts in programming; it looks at how we use our senses in the process of learning computing and programming. Features: - Introduces coding in a visual way - Explores the elegance behind coding and the outcome - Includes types of outcomes and options for coding - Covers the transition from front-of-classroom instruction to the use of online-streamed video tutorials - Encourages abstract and cognitive thinking, as well as creativity

The Art of Coding contains a collection of learning projects for students, instructors and teachers to select specific themes from. Problems and projects are aimed at making the learning process entertaining, while also involving social exchange and sharing. This process allows for programming to become interdisciplinary, enabling projects to be co-developed by specialists from different

backgrounds, enriching the value of coding and what it can achieve. The authors of this book hail from three different continents, and have several decades of combined experience in academia, education, science and visual arts.

How to Solve it by Computer Cambridge University Press

NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e Introduction to Java Programming Prentice Hall

When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

Mathematics for Computer Science Cengage Learning

Exploring Microsoft Office Excel 2016 Comprehensive Pearson

Object-Oriented Data Structures Using Java CRC Press

Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.

Python for Software Design Faber Publishing

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.

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Computer Science ASCD

For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

Introduction to Programming in Java: An Interdisciplinary Approach

清华大学出版社有限公司

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MICROSOFT OFFICE 365 & EXCEL 2016: INTERMEDIATE -- the new edition in today's generation of acclaimed Shelly Cashman Series books. For more than three decades, the Shelly Cashman Series has effectively introduced computer skills to millions. MICROSOFT OFFICE 365 & EXCEL 2016: INTERMEDIATE continues the Series' strong history of innovation with a proven learning approach enhanced to address the learning styles of students like you. A trademark step-by-step, screen-by-screen approach encourages you to expand your understanding of Microsoft Excel 2016 through experimentation, critical thought, and personalization. This new edition delivers effective educational materials specifically designed to engage, improve retention, and prepare you for future success in working with both basic and more advanced Microsoft Excel 2106 skills.