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this book is aimed at students who are thinking of studying computer science or a related topic at university part one is a brief introduction to the topics that make up computer science some of which you would expect to find as course modules in a computer science programme these descriptions should help you to tell the difference between computer science as taught in different departments and so help you to choose a course that best suits you part two builds on what you have learned about the nature of computer science by giving you guidance in choosing universities and making your applications to them then part three gives you some advice on what to do once you get to university how to get the most out of studying your computer science degree the principal objective of the book is to produce happy students students who know what they are letting themselves in for when they start a computer science course and hence find themselves very well suited for the course they choose

logic is and should be the core subject area of modern mathemat ics the blueprint for twentieth century mathematical thought thanks to hilbert and bourbaki is the axiomatic development of the subject as a result logic plays a central conceptual role at the same time mathematical logic has grown into one of the most recondite areas of mathematics most of modern logic is inaccessible to all but the special ist yet there is a need for many mathematical scientists not just those engaged in mathematical research to become conversant with the key ideas of logic the handbook of mathematical logic edited by jon bar wise is in point of fact a handbook written by logicians for other mathe maticians it was at the time of its writing encyclopedic authoritative and up to the moment but it was and remains a comprehensive and authoritative book for the cognoscenti the encyclopedic handbook of logic in computer science by abramsky gabbay and maibaum is a wonderful resource for the professional but it is overwhelming for the casual user there is need for a book that introduces important logic terminology and concepts to the working mathematical scientist who has only a passing acquaintance with logic thus the present work has a different target audience the intent of this handbook is to present the elements of modern logic including many current topics to the reader having only basic mathe matical literacy

we are living in the era of digital transformation computers are rapidly becoming the most important tool for companies science society and indeed our everyday life we all need a basic understanding of computer science to make sense of the world to make decisions and to improve our lives yet there are many misunderstandings about computer science the reason is that it is a nascent discipline that has evolved rapidly and had to reinvent itself several times over the last 100 years from the beginnings of scientific computing to the modern era of smartphones and the cloud this book gives an intuitive introduction to the foundations and main concepts of computer science it describes the basic ideas of solving problems with algorithms modern data driven approaches and artificial intelligence ai it also provides many examples that require no background in technology this book is directed toward teenagers who may wonder whether they should major in computer science though it will also appeal to anyone who wants to immerse themselves in the art of computer science and modern

information technology of course not everyone must become a computer expert but everyone should take advantage of and understand the innovations and advances of modern technology

colburn computer science u of minnesota duluth has a doctorate in philosophy and an advanced degree in computer science he s worked as a philosophy professor a computer programmer and a research scientist in artificial intelligence here he discusses the philosophical foundations of artificial intelligence the new encounter of science and philosophy logic models of the mind and of reasoning epistemology and the philosophy of computer science touching on math abstraction software and ontology

the eight papers presented in this monograph are a result of the problem solving and critical thinking research workshop that was held in conjunction with the 1990 national educational computing conference necc the intent of the workshop was to provide a unique forum for researchers to share ideas in a special area of educational computing the monograph provides an overview of the general issues of problem solving and critical thinking in education as well as specialized areas of interest in intelligent tutoring and program construction the papers included in this monograph are 1 problem solving critical thinking and computing an overview cathleen a norris and james l poirot 2 mindstorms revisited computers problem solving and knowledge based instruction karen swan 3 defining programming and logo as vehicles for developing higher order thinking skills jim dunne 4 abstracted knowledge a mid road transfer approach to critical thinking clifton s harris 5 resolving the impasse in software engineering problem solving in program construction warren moseley 6 critical thinking and intelligent tutoring systems james t streib 7 critical thinking and open courseware eduardo rivera and 8 what can we learn from each other s experiences observations of a research oriented workshop by a classroom teacher sylvia robinson references are included with most papers alf

as a result of the incorporation of computer software into countless commercial and industrial products the patentability of software has become a vital issue in intellectual property law this indispensable book provides an overview on the current status of computer implemented inventions in patent law across europe and major jurisdictions worldwide a hugely practical field research tool with guidance based on case law it examines the major hurdles in each particular country and describes the best practice to be adopted clearly showing how enforceable software patent applications can be competitively drafted and how a patent portfolio for computer implemented inventions can be established in several countries without spending money unnecessarily on problematic examination proceedings this book covers such issues and topics as the following claim categories for patent applications sufficient level of abstraction breadth of the claimed invention fundamental terms of computing and terminological traps probability for patents dependent on software application areas and patents in core areas of

computing with separate chapters for the key countries germany the united kingdom france the united states china korea japan india and the european patent office the legal situation for computer implemented inventions in each country or region this book includes guidance on prosecution under national law analyses of relevant court decisions practice checklists and an outlook on future developments the authors describe claim formulation based on actual cases and on principles of computer science in order to show what might be or might not be patentable in each jurisdiction with this incomparable resource patent attorneys and patent professionals in companies will get a basis for making decisions about the most appropriate jurisdictions in which to file patent applications this book will also be of great value to computer professionals who are affected by the protection of software or who are actively involved in the protection of software by patent law

covers hardware software computer theory artificial intelligence desktop publishing and the computer industry

this book presents a collection of meta studies reviews and scientometric analyses that together reveal a fresh picture about the past present and future of computing education research cer as a field of science the book begins with three chapters that discuss and summarise meta research about the foundations of cer its disciplinary identity and use of research methodologies and theories based on this the book proceeds with several scientometric analyses which explore authors and their collaboration networks dissemination practices international collaboration and shifts in research focus over the years analyses of dissemination are deepened in two chapters that focus on some of the most influential publication venues of cer the book also contains a series of country or region level analyses including chapters that focus on the evolution of cer in the baltic region finland australasia israel and in the uk ireland two chapters present case studies of influential cer initiatives in sweden and namibia this book also includes chapters that focus on cer conducted at school level and cover crucially important issues such as technology ethics algorithmic bias and their implications for cer in all this book contributes to building an understanding of the past present and future of cer this book also contributes new practical guidelines highlights topical areas of research shows who to connect with where to publish and gives ideas of innovative research niches the book takes a unique methodological approach by presenting a combination of meta studies scientometric analyses of publication metadata and large scale studies about the evolution of cer in different geographical regions this book is intended for educational practitioners researchers students and anyone interested in cer this book was written in collaboration with some of the leading experts of the field

the concise encyclopedia of computer science has been adapted from the full fourth edition to meet the needs of students teachers and professional computer users in science and industry as an ideal desktop reference it contains shorter versions of 60 of the articles found in the fourth edition putting computer

knowledge at your fingertips organised to work for you it has several features that make it an invaluable and accessible reference these include cross references to closely related articles to ensure that you don t miss relevant information appendices covering abbreviations and acronyms notation and units and a timeline of significant milestones in computing have been included to ensure that you get the most from the book a comprehensive index containing article titles names of persons cited references to sub categories and important words in general usage guarantees that you can easily find the information you need classification of articles around the following nine main themes allows you to follow a self study regime in a particular area hardware computer systems information and data software mathematics of computing theory of computation methodologies applications computing milieux presenting a wide ranging perspective on the key concepts and developments that define the discipline the concise encyclopedia of computer science is a valuable reference for all computer users

mathematics plays a key role in computer science some researchers would consider computers as nothing but the physical embodiment of mathematical systems and whether you are designing a digital circuit a computer program or a new programming language you need mathematics to be able to reason about the design its correctness robustness and dependability this book covers the foundational mathematics necessary for courses in computer science the common approach to presenting mathematical concepts and operators is to define them in terms of properties they satisfy and then based on these definitions develop ways of computing the result of applying the operators and prove them correct this book is mainly written for computer science students so here the author takes a different approach he starts by defining ways of calculating the results of applying the operators and then proves that they satisfy various properties after justifying his underlying approach the author offers detailed chapters covering propositional logic predicate calculus sets relations discrete structures structured types numbers and reasoning about programs the book contains chapter and section summaries detailed proofs and many end of section exercises key to the learning process the book is suitable for undergraduate and graduate students and although the treatment focuses on areas with frequent applications in computer science the book is also suitable for students of mathematics and engineering

now in its eighth edition this book continues to provide a comprehensive accessible and up to date introduction to the dynamic field of computer science using a breadth first approach the table of contents and the text itself have been revised and expanded to reflect changes in the field including the trend toward using and internet technology the evolution of objects and the important growth in the field of databases specifically chapter three from the previous edition has been expanded into two chapters chapter three will now only cover operating systems and the new chapter four will focus on networks and the internet anyone interested in gaining a thorough introduction to computer science

discovering computer science interdisciplinary problems principles and python programming introduces computational problem solving as a vehicle of discovery in a wide variety of disciplines with a principles oriented introduction to computational thinking the text provides a broader and deeper introduction to computer science than typical introductory programming books organized around interdisciplinary problem domains rather than programming language features each chapter guides students through increasingly sophisticated algorithmic and programming techniques the author uses a spiral approach to introduce python language features in increasingly complex contexts as the book progresses the text places programming in the context of fundamental computer science principles such as abstraction efficiency and algorithmic techniques and offers overviews of fundamental topics that are traditionally put off until later courses the book includes thirty well developed independent projects that encourage students to explore questions across disciplinary boundaries each is motivated by a problem that students can investigate by developing algorithms and implementing them as python programs the book s accompanying website discovercs denison edu includes sample code and data files pointers for further exploration errata and links to python language references containing over 600 homework exercises and over 300 integrated reflection questions this textbook is appropriate for a first computer science course for computer science majors an introductory scientific computing course or at a slower pace any introductory computer science course

computing handbook third edition computer science and software engineering mirrors the modern taxonomy of computer science and software engineering as described by the association for computing machinery acm and the ieee computer society ieee cs written by established leading experts and influential young researchers the first volume of this popular handbook examines the elements involved in designing and implementing software new areas in which computers are being used and ways to solve computing problems the book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals like the second volume this first volume describes what occurs in research laboratories educational institutions and public and private organizations to advance the effective development and use of computers and computing in today s world research level survey articles provide deep insights into the computing discipline enabling readers to understand the principles and practices that drive computing education research and development in the twenty first century

this text offers students on the dynamic and diverse field of computer science in the text the authors provide an overview of the many aspects of the discipline from a generic view point separate program language chapters are available as bundle items for those instructors who would like to explore a particular programming language with their students the many layers of computing are thoroughly explained beginning with the information layer working through the hardware programming operating systems application and communication layers and ending with a discussion on the limitations of computing it is for

introductory computing and computer science courses it is also for computer science majors with a solid foundation for further study and offers non majors a comprehensive and complete introduction to computing

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 discoveringcs net includes more advanced content solutions to selected exercises sample code and data files and pointers for further exploration

understand essential computer science concepts and skills this book focuses on the foundational and fundamental concepts upon which expertise in specific areas can be developed including computer architecture programming language algorithm and data structure operating systems computer networks distributed systems security and more according to code org there are 500 000 open programming positions available in the us compared to an annual crop of just 50 000 graduating computer science majors the us department of labor predicted that there will be almost a million and a half computer science jobs in the very near

future but only enough programmers to fill roughly one third of these jobs to bridge the gap many people not formally trained in computer science are employed in programming jobs although they are able to start programming and coding quickly it often takes them time to acquire the necessary understanding to gain the requisite skills to become an efficient computer engineer or advanced developer what you will learn the fundamentals of how a computer works the basics of computer programming and programming paradigms how to write efficient programs how the hardware and software work together to provide a good user experience and enhance the usability of the system how computers can talk to each other how to ensure the security of the system the fundamentals of cloud offerings implications trade offs and deployment adoption configurations the fundamentals of machine learning who this book is for computer programmers lacking a formal education in computer science and anyone with a formal education in computer science looking to develop a general understanding of computer science fundamentals

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