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Description Students and instructors alike continue to praise the broad coverage and clear exposition that Computer Science: An Overview uses 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.

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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.

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.

The technical resources, budgets, curriculum, and profile of the student body are all factors that play in implementing course design. Learning management systems administrate these aspects for the development of new methods for course delivery and corresponding instructional design. Learning Management Systems and Instructional Design: Best Practices in Online Education provides an overview on the connection between learning management

systems and the variety of instructional design models and methods of course delivery. This book is a useful source for administrators, faculty, instructional designers, course developers, and businesses interested in the technological solutions and methods of online education.

This book comprises the refereed proceedings of the International Conferences, ASEA and DRBC 2012, held in conjunction with GST 2012 on Jeju Island, Korea, in November/December 2012. The papers presented were carefully reviewed and selected from numerous submissions and focus on the various aspects of advanced software engineering and its applications, and disaster recovery and business continuity.

Completely revised and updated with the latest version of C++, the new Fifth Edition of Programming and Problem Solving with C++ provides the clearest introduction to C++, object-oriented programming, and software development available. Renowned author team Nell Dale and Chip Weems are careful to include all topics and guidelines put forth by the ACM/IEEE. A new chapter on Data Structures makes this text ideal for the one- or two-term course. New Software Maintenance Case Studies teach students how to read code in order to debug, alter, or enhance existing class or code segments. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition

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

First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals: program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. Part II covers ELM from different angles. Part III positions ELM relative to other design approaches.

Social media platforms such as Facebook, YouTube, and Twitter are enormously popular: they are continuously ranked among the most frequently accessed websites worldwide. However there are as yet few studies which combine critical theoretical and empirical research in the context of digital and social media. The aim of this book is to study the constraints and emancipatory potentials of new media and to assess to what extent digital and social media can contribute to strengthen the idea of the communication and network commons, and a commons-based information society. Based on a critical theory and political economy approach, this

book explores: the foundational concepts of a critical theory of media, technology, and society users' knowledge, attitudes, and practices towards the antagonistic character and the potentials and risks of social media whether technological and/or social changes are required in order to bring about real social media and human liberation. Critical Theory and Social Media examines both academic discourse on, and users' responses to, new media, making it a valuable tool for international scholars and students of sociology, media and communication studies, social theory, new media, and information society studies. Its clear and interesting insights into corporate practices of the global new media sector will mean that it appeals to critical social media users around the world.

The authors provide an introduction to quantum computing. Aimed at advanced undergraduate and beginning graduate students in these disciplines, this text is illustrated with diagrams and exercises.

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