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ALIJAH DEMARION

A Balanced Introduction to Computer Science Springer Science & Business Media
This book is a self-contained tutorial that can assist any reader with a background in high school mathematics in learning how to apply personal computing to enhance his or her understanding of modern quantitative methods in such areas as politics and economics, in environment and ecology, or in probability and statistics.
Multiobjective Problem Solving from Nature Packt Publishing Ltd
This meticulously organized book dwells on fundamentals that one must learn in order to pursue any venture in the computer field. This book has 13 chapters, each chapter covering basic as well as advanced concepts. Designed for undergraduate students of commerce and management as per the syllabus of different Indian universities, Fundamentals of Computers may also be used as a textual resource in training programmes offered by computer institutes and as a self-study guide by professionals who want to improve their proficiency with computers.
An Introduction to Formal Languages and Automata Rex Bookstore, Inc.
Out of the Inner Circle is a compelling, first-person look at the secretive hacker subculture and an examination of computer security issues, written by the computer wizard apprehended by the FBI for illegally gaining access to high-level computer systems.
Making Computer Control Work in the Process Industries Elsevier
Using HTML and the programming language JavaScript, students develop problem-solving skills as they design and implement interactive Web pages."--Jacket.
The Museum of Science and Industry Basic List of Children's Science Books Springer
Digital Evidence and Computer Crime, Third Edition, provides the knowledge necessary to uncover and use digital evidence effectively in any kind of investigation. It offers a thorough explanation of how computer networks function, how they can be involved in crimes, and how they can be used as a source of evidence. In particular, it addresses the abuse of computer networks as well as privacy and security issues on computer networks. This updated edition is organized into five parts. Part 1 is about digital forensics and covers topics ranging from the use of digital evidence in the courtroom to cybercrime law. Part 2 explores topics such as how digital investigations are conducted, handling a digital crime scene, and investigative reconstruction with digital evidence. Part 3 deals with apprehending offenders, whereas Part 4 focuses on the use of computers in digital investigation. The book concludes with Part 5, which includes the application of forensic science to networks. New to this edition are updated information on dedicated to networked Windows, Unix, and Macintosh computers, as well as Personal Digital Assistants; coverage of developments in related technology and tools; updated language for search warrant and coverage of legal developments in the US impacting computer forensics; and discussion of legislation from other countries to provide international scope. There are detailed case examples that demonstrate key concepts and give students a practical/applied understanding of the topics, along with ancillary materials that include an Instructor's Manual and PowerPoint slides. This book will prove valuable to computer forensic students and professionals, lawyers, law enforcement, and government agencies (IRS, FBI, CIA, CCIPS, etc.). Named The 2011 Best Digital Forensics Book by InfoSec Reviews Provides a thorough explanation of how computers & networks function, how they can be involved in crimes, and how they can be used as evidence Features coverage of the abuse of computer networks and privacy and security issues on computer networks
EUROCAL '85. European Conference on Computer Algebra. Linz, Austria, April 1-3, 1985. Proceedings John Wiley & Sons
Give your students additional practice of Office 2010 skills and concepts with MICROSOFT OFFICE 2010 WORKBOOK, 1st Edition from the Shelly Cashman Series! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With the MICROSOFT OFFICE 2010 WORKBOOK, 1st Edition, students work through extra hands-on exercises reinforcing the skills taught in the text. MICROSOFT OFFICE 2010 WORKBOOK, 1st Edition is an ideal reinforcement supplement to your Introductory textbook. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
The Executive Seminar/workshop Series in ADP. Kendall Hunt Publishing Company
Logic and its components (propositional, first-order,non-classical)

play a key role in Computer Science and ArtificialIntelligence. While a large amount of information exists scatteredthroughout various media (books, journal articles, webpages, etc.),the diffuse nature of these sources is problematic and logic as atopic benefits from a unified approach. Logic for Computer Scienceand Artificial Intelligence utilizes this format, surveying thetableaux, resolution, Davis and Putnam methods, logic programming,as well as for example unification and subsumption. Fornon-classical logics, the translation method is detailed. Logic for Computer Science and Artificial Intelligence istheclassroom-tested result of several years of teaching at GrenobleINP (Ensimag). It is conceived to allow self-instruction for abeginner with basic knowledge in Mathematics and Computer Science,but is also highly suitable for use in traditional courses. Thereader is guided by clearly motivated concepts, introductions,historical remarks, side notes concerning connections with otherdisciplines, and numerous exercises, complete with detailedsolutions, The title provides the reader with the tools needed toarrive naturally at practical implementations of the concepts andtechniques discussed, allowing for the design of algorithms tosolve problems.
An Introduction to Number Theory with Cryptography Springer Science & Business Media
Our intention in this book is to cover the core material in numerical analysis normally taught to students on degree courses in computer science. The main emphasis is placed on the use of analysis and programming techniques to produce well-designed, reliable mathematical software. The treatment should be of interest also to students of mathematics, science and engineering who wish to learn how to write good programs for mathematical computations. The reader is assumed to have some acquaintance with Pascal programming. Aspects of Pascal particularly relevant to numerical computation are revised and developed in the first chapter. Although Pascal has some drawbacks for serious numerical work (for example, only one precision for real numbers), the language has major compensating advantages: it is a widely used teaching language that will be familiar to many students and it encourages the writing of clear, well structured programs. By careful use of structure and documentation, we have produced codes that we believe to be readable; particular care has been taken to ensure that students should be able to understand the codes in conjunction with the descriptive material given in the book.
Essential Introduction to Computers Course Technology Ptr
Traces the development of the Basic computer program language, examines its philosophical foundations, and compares the usefulness of Basic with other languages
A Natural Introduction to Computer Programming with C# John Wiley & Sons
This book constitutes the refereed proceedings of the Third International Conference on Computability in Europe, CiE 2007, held in Sienna, Italy, in June 2007. The 50 revised full papers presented together with 36 invited papers were carefully reviewed and selected from 167 submissions.
Introduction to Numerical Computation in Pascal Routledge
This is the second in a series of books which introduce their readers in a natural and systematic way to the world of computer programming. This book teaches computer programming with the C# programming language. Pronounced "see sharp", this language is the latest important programming language in the computer world. While studying computer programming with this book, the reader does not necessarily require any previous knowledge about the subject. The basic operating principles of computers are taught before the actual studies of computer programming begin. All the examples of computer programs are written so that the reader encounters a lot of natural-language expressions instead of the traditional abbreviations of the computer world. This approach aims to make learning easier. The pages of the book are designed to maximize readability and understandability. Examples of computer programs are presented in easy-to-read graphical descriptions. Because the pages of the book are large, example programs can be presented in a more reader-friendly way than in traditional programming books. In addition, pages are written so that the reader does not need to turn them unnecessarily. The electronic material that is available for the readers of this book includes 250 C# computer programs of which 101 are example programs presented on the pages of the book. Almost one hundred programs are provided as solutions to programming exercises. The rest of the programs are extra programs for interested readers. When you study computer programming, you need special programming tools in your personal computer. This book explains how the reader can download free programming tools from the Internet. Alternatively, the reader can work with commercial programming tools.

Although this book is designed to be an easy book for beginners in the field of computer programming, it may be useful for more experienced programmers as well. More experienced people might not need to read every paragraph of the body text. Instead, they could proceed more quickly and concentrate on the example programs which are explained with special text bubbles. The book has a 14-page index which should help people to find information about certain features of the C# langauge.
Digital Evidence and Computer Crime Mit Press
"Newton's Gravity" conveys the power of simple mathematics to tell the fundamental truth about nature. Many people, for example, know the tides are caused by the pull of the Moon and to a lesser extent the Sun. But very few can explain exactly how and why that happens. Fewer still can calculate the actual pulls of the Moon and Sun on the oceans. This book shows in clear detail how to do this with simple tools. It uniquely crosses disciplines – history, astronomy, physics and mathematics – and takes pains to explain things frequently passed over or taken for granted in other books. Using a problem-based approach, "Newton's Gravity" explores the surprisingly basic mathematics behind gravity, the most fundamental force that governs the movements of satellites, planets, and the stars. Author Douglas W. MacDougal uses actual problems from the history of astronomy, as well as original examples, to deepen understanding of how discoveries were made and what they mean. "Newton's Gravity" concentrates strongly on the development of the science of orbital motion, beginning with Galileo, Kepler, and Newton, each of whom is prominently represented. Quotes and problems from Galileo's Dialogs Concerning Two New Sciences and particularly Newton's Principia help the reader get inside the mind of those thinkers and see the problems as they saw them, and experience their concise and typically eloquent writing. This book enables students and curious minds to explore the mysteries of celestial motion without having to know advanced mathematics. It will whet the reader's curiosity to explore further and provide him or her the tools (mathematical or physical) to do so.
Who's the Real Teacher? Prentice Hall
Essential Mathematics for Games and Interactive Applications, 2nd edition presents the core mathematics necessary for sophisticated 3D graphics and interactive physical simulations. The book begins with linear algebra and matrix multiplication and expands on this foundation to cover such topics as color and lighting, interpolation, animation and basic game physics. Essential Mathematics focuses on the issues of 3D game development important to programmers and includes optimization guidance throughout. The new edition Windows code will now use Visual Studio.NET. There will also be DirectX support provided, along with OpenGL - due to its cross-platform nature. Programmers will find more concrete examples included in this edition, as well as additional information on tuning, optimization and robustness. The book has a companion CD-ROM with exercises and a test bank for the academic secondary market, and for main market: code examples built around a shared code base, including a math library covering all the topics presented in the book, a core vector/matrix math engine, and libraries to support basic 3D rendering and interaction.
Computer Contribution Act of 1983 MAA
Get to grips with the building blocks of programming languages and get started on your programming journey without a computer science degree Key FeaturesUnderstand the fundamentals of a computer program and apply the concepts you learn to different programming languagesGain the confidence to write your first computer programExplore tips, techniques, and best practices to start coding like a professional programmerBook Description Learning how to code has many advantages, and gaining the right programming skills can have a massive impact on what you can do with your current skill set and the way you advance in your career. This book will be your guide to learning computer programming easily, helping you overcome the difficulties in understanding the major constructs in any mainstream programming language. Computer Programming for Absolute Beginners starts by taking you through the building blocks of any programming language with thorough explanations and relevant examples in pseudocode. You'll understand the relationship between computer programs and programming languages and how code is executed on the computer. The book then focuses on the different types of applications that you can create with your programming knowledge. You'll delve into programming constructs, learning all about statements, operators, variables, and data types. As you advance, you'll see how to control the flow of your programs using control structures and reuse your code using functions. Finally, you'll explore best practices that will help you write code like a pro. By the end of this book, you'll be

prepared to learn any programming language and take control of your career by adding coding to your skill set. What you will learnGet to grips with basic programming language concepts such as variables, loops, selection and functionsUnderstand what a program is and how the computer executes itExplore different programming languages and learn about the relationship between source code and executable codeSolve problems using various paradigms such as procedural programming, object oriented programming, and functional programmingWrite high-quality code using several coding conventions and best practicesBecome well-versed with how to track and fix bugs in your programsWho this book is for This book is for beginners who have never programmed before and are looking to enter the world of programming. This includes anyone who is about to start studying programming and wants a head start, or simply wants to learn how to program on their own.

Essentials of Mathematics Scott Jones
Building on the success of the first edition, An Introduction to Number Theory with Cryptography, Second Edition, increases coverage of the popular and important topic of cryptography, integrating it with traditional topics in number theory. The authors have written the text in an engaging style to reflect number theory's increasing popularity. The book is designed to be used by sophomore, junior, and senior undergraduates, but it is also accessible to advanced high school students and is appropriate for independent study. It includes a few more advanced topics for students who wish to explore beyond the traditional curriculum. Features of the second edition include Over 800 exercises, projects, and computer explorations Increased coverage of cryptography, including Vigenere, Stream, Transposition,and Block ciphers, along with RSA and discrete log-based systems "Check Your Understanding" questions for instant feedback to students New Appendices on "What is a proof?" and on Matrices Select basic (pre-RSA) cryptography now placed in an earlier chapter so that the topic can be covered right after the basic material on congruences Answers and hints for odd-numbered problems About the Authors: Jim Kraft received his Ph.D. from the University of Maryland in 1987 and has published several research papers in algebraic number theory. His previous teaching positions include the University of Rochester, St. Mary's College of California, and Ithaca College, and he has also worked in communications security. Dr. Kraft currently teaches mathematics at the Gilman School. Larry Washington received his Ph.D. from Princeton University in 1974 and has published

extensively in number theory, including books on cryptography (with Wade Trappe), cyclotomic fields, and elliptic curves. Dr. Washington is currently Professor of Mathematics and Distinguished Scholar-Teacher at the University of Maryland. Catalog of Copyright Entries. Third Series CRC Press Textbook and self-study guide for students beginning to study mathematics requiring proof.
Bayesian Methods for Management and Business Princeton University Press
This text examines how multiobjective evolutionary algorithms and related techniques can be used to solve problems, particularly in the disciplines of science and engineering. Contributions by leading researchers show how the concept of multiobjective optimization can be used to reformulate and resolve problems in areas such as constrained optimization, co-evolution, classification, inverse modeling, and design. Fundamentals of Computers Cengage Learning
Not only does almost everyone in the civilized world use a personal computer, smartphone, and/or tablet on a daily basis to communicate with others and access information, but virtually every other modern appliance, vehicle, or other device has one or more computers embedded inside it. One cannot purchase a current-model automobile, for example, without several computers on board to do everything from monitoring exhaust emissions, to operating the anti-lock brakes, to telling the transmission when to shift, and so on. Appliances such as clothes washers and dryers, microwave ovens, refrigerators, etc. are almost all digitally controlled. Gaming consoles like Xbox, PlayStation, and Wii are powerful computer systems with enhanced capabilities for user interaction. Computers are everywhere, even when we don't see them as such, and it is more important than ever for students who will soon enter the workforce to understand how they work. This book is completely updated and revised for a one-semester upper level undergraduate course in Computer Architecture, and suitable for use in an undergraduate CS, EE, or CE curriculum at the junior or senior level. Students should have had a course(s) covering introductory topics in digital logic and computer organization. While this is not a text for a programming course, the reader should be familiar with computer programming concepts in at least one language such as C, C++, or Java. Previous courses in operating systems, assembly language, and/or systems programming would be helpful, but are not essential.
A Critical Handbook of Children's Literature Springer Science &

Business Media
Considers the application of modern control engineering on digital computers with a view to improving productivity and product quality, easing supervision of industrial processes and reducing energy consumption and pollution. The topics covered may be divided into two main subject areas: (1) applications of digital control - in the chemical and oil industries, in water turbines, energy and power systems, robotics and manufacturing, cement, metallurgical processes, traffic control, heating and cooling; (2) systems theoretical aspects of digital control - adaptive systems, control aspects, multivariable systems, optimization and reliability, modelling and identification, real-time software and languages, distributed systems and data networks. Contains 84 papers.
Computation and Logic in the Real World Copyright Office, Library of Congress
Why should we use technology to support learning? Where does the responsibility lie to prepare young people to be active and successful cybercitizens? Can we go on confiscating pupils' smartphones indefinitely? Authentic Learning for the Digital Generation is a vital examination of young people's use of personal devices, online creative communities and digital gaming. It calls into question the idea of the 'digital native' and shows clearly that the majority of young users need help and support in order to benefit from the rich learning potential of personal, mobile and online technology use. Written by a leading authority on the role of digital technologies in education, it looks in detail at the practice and implications of learning using personal devices, collaborative online spaces, learning platforms, user generated content and digital games. In particular, approaches to solving problems, building knowledge, manipulating data and creating texts are examined. It offers clear strategies, a vision for what effects on learning we might reasonably expect when children are given access to different types of technology, and explores the challenges of managing these practices in the classroom. Authentic Learning for the Digital Generation offers careful analysis at a time when there is much discussion about young people emerging from school unprepared for the world of work and often struggling to manage their personal relationships as they are exposed to strong content and harsh criticism online. It considers what we know of childhood experience in a digital world and offers ways in which schools and teachers can embrace the opportunity presented by ubiquitous ownership of connected, digital devices to enrich and deepen learning.