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Computer Science

An Overview

THIRTEENTH EDITION

J. Glenn Brookshear
Dennis Brylow



Computer Science An Overview 10th Edition

Wolfgang Guggemos



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Computer Science Glenn Brookshear, Dennis Brylow, 2014-12-10 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book Computer Science An Overview is intended for use in the Introduction to Computer Science course It is also suitable for all readers interested in a breadth first introduction to computer science Computer Science 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 and Dennis Brylow encourage the development of a practical realistic understanding of the field An overview of each of the important areas of Computer Science provides students with a general level of proficiency for future courses This new edition incorporates an introduction to the Python programming language into key chapters Teaching and Learning Experience This program will provide a better teaching and learning experience for you and your students It will help Develop a Practical Realistic Understanding of Computer Science An overview of each of the important areas of Computer Science prepares students for future courses Fit your Course Preferences Individual chapters are independent and can be covered in an order that suits your course Use Python to prepare students for future courses A new focus on Python provides programming tools for exploration and experimentation Reinforce Core Concepts More than 1000 Questions and Exercises Chapter Review Problems and Social Issues questions give students the opportunity to apply concepts Support Learning with Student Resources The Companion Website www.pearsonhighered.com/brookshear features resources that enhance learning

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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

Computer Science: An Overview, Global Edition J. Glenn Brookshear, Dennis Brylow, 2019-02-13 Develop a core understanding of the concepts of modern computer science Computer Science An Overview 13th edition Global Edition by J Glenn Brookshear and Dennis Brylow is written for students from all backgrounds giving you a bottom up concrete to abstract foundation in the subject Its broad coverage encourages a practical and realistic understanding of computer science covering all the major concepts The book s broad background exposes beginning computer science students to the breadth of the subject they plan to major in and teaches students from other backgrounds how to relate to the technical society in which they live Learn in a flexible way with independent chapters you can study in any order with full colour design to help you engage with the information The text also uses Python to provide programming tools for exploration and experimentation in your learning This 13th edition has been corrected and updated in each chapter to refine your learning experience With more than 1 000 questions and exercises the book trains your thinking skills with useful chapter review problems and contains questions surrounding social issues to reinforce core concepts This text is comprehensive and highly accessible making it ideal for undergraduate studies in computer science This title has a Companion Website

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Forthcoming Books Rose Arny, 2002

Introduction to Programming Languages Arvind Kumar Bansal, 2013-12-14 In programming courses using the different syntax of multiple languages such

as C Java PHP and Python for the same abstraction often confuses students new to computer science Introduction to Programming Languages separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level Designed for a one semester undergraduate course this classroom tested book teaches the principles of programming language design and implementation It presents Common features of programming languages at an abstract level rather than a comparative level The implementation model and behavior of programming paradigms at abstract levels so that students understand the power and limitations of programming paradigms Language constructs at a paradigm level A holistic view of programming language design and behavior To make the book self contained the author introduces the necessary concepts of data structures and discrete structures from the perspective of programming language theory The text covers classical topics such as syntax and semantics imperative programming program structures information exchange between subprograms object oriented programming logic programming and functional programming It also explores newer topics including dependency analysis communicating sequential processes concurrent programming constructs web and multimedia programming event based programming agent based programming synchronous languages high productivity programming on massive parallel computers models for mobile computing and much more Along with problems and further reading in each chapter the book includes in depth examples and case studies using various languages that help students understand syntax in practical contexts [American Book Publishing Record](#) ,2005 **Automatic Generation Of Algorithms** Victor Parada,2025-02-10 In the rapidly evolving domain of computational problem solving this book delves into the cutting edge Automatic Generation of Algorithms AGA paradigm a groundbreaking approach poised to redefine algorithm design for optimization problems Spanning combinatorial optimization machine learning genetic programming and beyond it investigates AGA s transformative capabilities across diverse application areas The book initiates by introducing fundamental combinatorial optimization concepts and NPhardness significance laying the foundation for understanding AGA s necessity and potential It then scrutinizes the pivotal Master Problem concept in AGA and the art of modeling for algorithm generation The exploration progresses with integrating genetic programming and synergizing AGA with evolutionary computing Subsequent chapters delve into the AGA machine learning intersection highlighting their shared optimization foundation while contrasting divergent objectives The automatic generation of metaheuristics is examined aiming to develop versatile algorithmic frameworks adaptable to various optimization problems Furthermore the book explores applying reinforcement learning techniques to automatic algorithm generation Throughout it invites readers to reimagine algorithmic design boundaries offering insights into AGA s conceptual underpinnings practical applications and future directions serving as an invitation for researchers practitioners and enthusiasts in computer science operations research artificial intelligence and beyond to embark on a journey toward computational excellence where algorithms are born evolved and adapted to meet ever changing real world problem landscapes [Scientific and Technical Books in Print](#)

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