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Basic Computer Engineering Precise WILEY. 2012-10

The Computer Engineering Handbook Vojin G. Oklobdzija 2001-12-26 There is arguably no field in greater need of a comprehensive handbook than computer engineering. The unparalleled rate of technological advancement, the explosion of computer applications, and the now-in-progress migration to a wireless world have made it difficult for engineers to keep up with all the developments in specialties outside their own

A First Course in Electrical and Computer Engineering Louis L. Scharf 1990

Electric Motors and Drives Austin Hughes 2013-10-22 Written for non-specialist users of electric motors and drives, this book explains how electric drives work and compares the performance of the main systems, with many examples of applications. The author's approach - using a minimum of mathematics - has made this book equally popular as an outline for professionals and an introductory student text. * First edition (1990) has sold over 6000 copies. Drives and Controls on the first edition: 'This book is very readable, up-to-date and should be extremely useful to both users and o.e.m. designers. I unhesitatingly recommend it to any busy engineer who needs to make informed judgements about selecting the right drive system.' New features of the second edition: * New section on the cycloconverter drive. * More on switched reluctance motor drives. * More on vector-controlled induction motor drives. * More on power switching devices. * New 'question and answer' sections on common problems and misconceptions. * Updating throughout. Electric Motors and Drives is for non-specialist users of electric motors and drives. It fills the gap between specialist textbooks (which are pitched at a level which is too academic for the average user) and the more prosaic 'handbooks' which are filled with useful detail but provide little opportunity for the development of any real insight or understanding. The book explores most of the widely-used modern types of motor and drive, including conventional and brushless d.c., induction motors (mains and inverter-fed), stepping motors, synchronous motors (mains and converter-fed) and reluctance motors.

Encyclopedia of Computer Science and Technology Phillip A. Laplante 2017-10-02 With breadth and depth of coverage, the Encyclopedia of Computer Science and Technology, Second Edition has a multi-disciplinary scope, drawing together comprehensive coverage of the inter-related aspects of computer science and technology. The topics covered in this encyclopedia include: General and reference Hardware Computer systems organization Networks Software and its engineering Theory of computation Mathematics of computing Information systems Security and privacy Human-centered computing Computing methodologies Applied computing Professional issues Leading figures in the history of computer science The encyclopedia is structured according to the ACM Computing Classification System (CCS), first published in 1988 but subsequently revised in 2012. This classification system is the most comprehensive and is considered the de facto ontological framework for the computing field. The encyclopedia brings together the information and historical context that students, practicing professionals, researchers, and academicians need to have a strong and solid foundation in all aspects of computer science and technology.

Software Quality Engineering Jeff Tian 2005-05-20 The one resource needed to create reliable software This text offers a comprehensive and integrated approach to software quality engineering. By following the author's clear guidance, readers learn how to master the techniques to produce high-quality, reliable software, regardless of the software system's level of complexity. The first part of the publication introduces

major topics in software quality engineering and presents quality planning as an integral part of the process. Providing readers with a solid foundation in key concepts and practices, the book moves on to offer in-depth coverage of software testing as a primary means to ensure software quality; alternatives for quality assurance, including defect prevention, process improvement, inspection, formal verification, fault tolerance, safety assurance, and damage control; and measurement and analysis to close the feedback loop for quality assessment and quantifiable improvement. The text's approach and style evolved from the author's hands-on experience in the classroom. All the pedagogical tools needed to facilitate quick learning are provided: * Figures and tables that clarify concepts and provide quick topic summaries * Examples that illustrate how theory is applied in real-world situations * Comprehensive bibliography that leads to in-depth discussion of specialized topics * Problem sets at the end of each chapter that test readers' knowledge This is a superior textbook for software engineering, computer science, information systems, and electrical engineering students, and a dependable reference for software and computer professionals and engineers.

Multimedia: Computing Communications & Applications Ralf Steinmetz 2012

Computer Systems Engineering Management Robert S. Alford 2018-01-18 Computer Systems Engineering Management provides a superb guide to the overall effort of computer systems bridge building. It explains what to do before you get to the river, how to organise your work force, how to manage the construction, and what to do when you finally reach the opposite shore. It delineates practical approaches to real-world development issues and problems presents many examples and case histories and explains techniques that apply to everything from microprocessors to mainframes and from person computer applications to extremely sophisticated systems

Electromagnetic Modeling by Finite Element Methods João Pedro A. Bastos 2003-04-01 Unlike any other source in the field, this valuable reference clearly examines key aspects of the finite element method (FEM) for electromagnetic analysis of low-frequency electrical devices. The authors examine phenomena such as nonlinearity, mechanical force, electrical circuit coupling, vibration, heat, and movement for applications in the elect

Real-world Software Projects for Computer Science and Engineering Students Varun Gupta 2021 Developing projects outside of a classroom setting can be intimidating for students and is not always a seamless process. Real-World Software Projects for Computer Science and Engineering Students is a quick, easy source for tackling such issues. Filling a critical gap in the research literature, the book: Is ideal for academic project supervisors. Helps researchers conduct interdisciplinary research. Guides computer science students on undertaking and implementing research-based projects This book explains how to develop highly complex, industry-specific projects, touching on real-world complexities of software developments. It shows how to develop projects for students who have not yet had the chance to gain real-world experience, providing opportunity to become familiar with the skills needed to implement projects using standard development methodologies. The book is also a great source for teachers of undergraduate students in software engineering and computer science as it can help students prepare for risk and uncertainty that is typical of software development in industrial settings

Computer Engineering C. Gordon Bell 2014-05-12 Computer Engineering: A DEC View of Hardware Systems Design focuses on the principles, progress, and concepts in the design of hardware systems. The

selection first elaborates on the seven views of computer systems, technology progress in logic and memories, and packaging and manufacturing. Concerns cover power supplies, DEC computer packaging generations, general packaging, semiconductor logic technology, memory technology, measuring (and creating) technology progress, structural levels of a computer system, and packaging levels-of-integration. The manuscript then examines transistor circuitry in the Lincoln TX-2, digital modules, PDP-1 and other 18-bit computers, PDP-8 and other 12-bit computers, and structural levels of the PDP-8. The text takes a look at cache memories for PDP-11 family computers, buses, DEC LSI-11, and design decisions for the PDP-11/60 mid-range minicomputer. Topics include reliability and maintainability, price/performance balance, advances in memory technology, synchronization of data transfers, error control strategies, PDP-11/45, PDP-11/20, and cache organization. The selection is a fine reference for practicing computer designers, users, programmers, designers of peripherals and memories, and students of computer engineering and computer science.

Principles of Computer System Design Jerome H. Saltzer 2009-05-21 Principles of Computer System Design is the first textbook to take a principles-based approach to the computer system design. It identifies, examines, and illustrates fundamental concepts in computer system design that are common across operating systems, networks, database systems, distributed systems, programming languages, software engineering, security, fault tolerance, and architecture. Through carefully analyzed case studies from each of these disciplines, it demonstrates how to apply these concepts to tackle practical system design problems. To support the focus on design, the text identifies and explains abstractions that have proven successful in practice such as remote procedure call, client/service organization, file systems, data integrity, consistency, and authenticated messages. Most computer systems are built using a handful of such abstractions. The text describes how these abstractions are implemented, demonstrates how they are used in different systems, and prepares the reader to apply them in future designs. The book is recommended for junior and senior undergraduate students in Operating Systems, Distributed Systems, Distributed Operating Systems and/or Computer Systems Design courses; and professional computer systems designers. Features: Concepts of computer system design guided by fundamental principles. Cross-cutting approach that identifies abstractions common to networking, operating systems, transaction systems, distributed systems, architecture, and software engineering. Case studies that make the abstractions real: naming (DNS and the URL); file systems (the UNIX file system); clients and services (NFS); virtualization (virtual machines); scheduling (disk arms); security (TLS). Numerous pseudocode fragments that provide concrete examples of abstract concepts. Extensive support. The authors and MIT OpenCourseWare provide on-line, free of charge, open educational resources, including additional chapters, course syllabi, board layouts and slides, lecture videos, and an archive of lecture schedules, class assignments, and design projects.

Digital Design and Fabrication Vojin G. Oklobdzija 2017-12-19 In response to tremendous growth and new technologies in the semiconductor industry, this volume is organized into five, information-rich sections. Digital Design and Fabrication surveys the latest advances in computer architecture and design as well as the technologies used to manufacture and test them. Featuring contributions from leading experts, the book also includes a new section on memory and storage in addition to a new chapter on nonvolatile memory technologies. Developing advanced concepts, this sharply focused book— Describes new technologies that have become driving factors for the electronic industry Includes new information on semiconductor memory circuits, whose development best illustrates the phenomenal progress encountered by the fabrication and technology sector Contains a section dedicated to issues related to system power consumption Describes reliability and testability of computer systems Pinpoints trends and state-of-the-art advances in fabrication and CMOS technologies Describes performance evaluation measures, which are the bottom line from the user's point of view Discusses design techniques used to create modern computer systems, including high-speed computer arithmetic and high-frequency design, timing and clocking, and PLL and DLL design

Dictionary of Computer Science, Engineering and Technology Philip A. Laplante 2017-12-19 A complete lexicon of technical information, the Dictionary of Computer Science, Engineering, and Technology provides workable definitions, practical information, and enhances general computer science and engineering literacy. It spans various disciplines and industry sectors such as: telecommunications, information theory, and software and hardware systems. If you work with, or write about computers, this dictionary is the single most important resource you can put on your shelf. The dictionary addresses all

aspects of computing and computer technology from multiple perspectives, including the academic, applied, and professional vantage points. Including more than 8,000 terms, it covers all major topics from artificial intelligence to programming languages, from software engineering to operating systems, and from database management to privacy issues. The definitions provided are detailed rather than concise. Written by an international team of over 80 contributors, this is the most comprehensive and easy-to-read reference of its kind. If you need to know the definition of anything related to computers you will find it in the Dictionary of Computer Science, Engineering, and Technology.

Software Engineering Pfleeger 2008-09

What Every Engineer Should Know about Computer Modeling and Simulation Ingels 1985-10-02 This book presents a brief description of what constitutes computer modeling and simulation with techniques given to get a feel for how some of the simulation software packages involving hundreds of thousands of lines of code were developed.

Emerging Artificial Intelligence Applications in Computer Engineering Ilias G. Maglogiannis 2007-01-01 "The ever expanding abundance of information and computing power enables researchers and users to tackle highly interesting issues for the first time, such as applications providing personalized access and interactivity to multimodal information based on user preferences and semantic concepts or human-machine interface systems utilizing information on the affective state of the user. The purpose of this book is to provide insights on how today's computer engineers can implement AI in real world applications. Overall, the field of artificial intelligence is extremely broad. In essence, AI has found applications, in one way or another, in every aspect of computing and in most aspects of modern life. Consequently, it is not possible to provide a complete review of the field in the framework of a single book, unless if the review is broad rather than deep. In this book we have chosen to present selected current and emerging practical applications of AI, thus allowing for a more detailed presentation of topics. The book is organized in four parts; General Purpose Applications of AI; Intelligent Human-Computer Interaction; Intelligent Applications in Signal Processing and eHealth; and Real world AI applications in Computer Engineering."

Computer Electronics J. F. B. Bourdillon 2014-05-21 Computer Electronics: Made Simple Computerbooks presents the basics of computer electronics and explains how a microprocessor works. Various types of PROMs, static RAMs, dynamic RAMs, floppy disks, and hard disks are considered, along with microprocessor support devices made by Intel, Motorola and Zilog. Bit slice logic and some AMD bit slice products are also described. Comprised of 14 chapters, this book begins with an introduction to the fundamentals of hardware design, followed by a discussion on the basic building blocks of hardware (NAND, NOR, AND, OR, NOT, XOR); tools and equipment that are required by a hardware engineer; and sequential logic. Subsequent chapters focus on analog components such as transistors, resistors, capacitors, diodes, crystals, and power supplies; data sheets and data books; timing diagrams; arithmetic using integrated circuits, with emphasis on full adders, arithmetic logic units, and arithmetic processing units. The final chapter describes how a project operates, how the computer-aided design process works, and how printed circuit boards are manufactured. This monograph will be of interest to students, engineers, and other practitioners in computer electronics.

The Elements of Computing Systems Noam Nisan 2008 This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Real-time Systems C. M. Krishna 1997 This work covers all the major issues that go into designing a real-time system, including task allocation, synchronization, fault-tolerance and reliability. Also included are exercises, performance measures, scheduling, real-time architectures and algorithms.

Software Architectures and Tools for Computer Aided Process Engineering Bertrand Braunschweig 2002-10-30 The idea of editing a book on modern software architectures and tools for CAPE (Computer Aided Process Engineering) came about when the editors of this volume realized that existing titles relating to CAPE did not include references to the design and development of CAPE software. Scientific software is needed to solve CAPE related problems by industry/academia for research and development, for education and training and much more. There are increasing demands for CAPE software to be versatile, flexible, efficient, and reliable. This means that the role of software architecture is also gaining increasing importance. Software architecture needs to reconcile the objectives of the software; the framework defined

by the CAPE methods; the computational algorithms; and the user needs and tools (other software) that help to develop the CAPE software. The object of this book is to bring to the reader, the software side of the story with respect to computer aided process engineering.

Computer Systems Performance Evaluation and Prediction Paul Fortier 2003-06-25 Table of contents

Theory and Design of Broadband Matching Networks Wai-Kai Chen 2013-10-22 Theory and Design of Broadband Matching Networks centers on the network theory and its applications to the design of broadband matching networks and amplifiers. Organized into five chapters, this book begins with a description of the foundation of network theory. Chapter 2 gives a fairly complete exposition of the scattering matrix associated with an n-port network. Chapter 3 considers the approximation problem along with a discussion of the approximating functions. Chapter 4 explains the Youla's theory of broadband matching by illustrating every phase of the theory with fully worked out examples. The extension of Youla's theory to active load impedance is taken up in Chapter 5. This book will be useful as a reference for practicing engineers who wish to learn how the modern network theory can be applied to the design of many practical circuits.

Formal Methods in Computer Science Jiacun Wang 2019-06-21 This textbook gives students a comprehensive introduction to formal methods and their application in software and hardware specification and verification.

It has three parts: The first part introduces some fundamentals in formal methods, including set theory, functions, finite state machines, and regular expressions. The second part focuses on logi

Intelligent Systems for Engineers and Scientists, Third Edition Adrian A. Hopgood 2016-02-23 The third edition of this bestseller examines the principles of artificial intelligence and their application to engineering and science, as well as techniques for developing intelligent systems to solve practical problems. Covering the full spectrum of intelligent systems techniques, it incorporates knowledge-based systems, computational intelligence, and their hybrids. Using clear and concise language, *Intelligent Systems for Engineers and Scientists, Third Edition* features updates and improvements throughout all chapters. It includes expanded and separated chapters on genetic algorithms and single-candidate optimization techniques, while the chapter on neural networks now covers spiking networks and a range of recurrent networks. The book also provides extended coverage of fuzzy logic, including type-2 and fuzzy control systems. Example programs using rules and uncertainty are presented in an industry-standard format, so that you can run them yourself. The first part of the book describes key techniques of artificial intelligence—including rule-based systems, Bayesian updating, certainty theory, fuzzy logic (types 1 and 2), frames, objects, agents, symbolic learning, case-based reasoning, genetic algorithms, optimization algorithms, neural networks, hybrids, and the Lisp and Prolog languages. The second part describes a wide range of practical applications in interpretation and diagnosis, design and selection, planning, and control. The author provides sufficient detail to help you develop your own intelligent systems for real applications. Whether you are building intelligent systems or you simply want to know more about them, this book provides you with detailed and up-to-date guidance. Check out the significantly expanded set of free web-based resources that support the book at: <http://www.adrianhopgood.com/aitoolkit/>

Electrical, Control Engineering and Computer Science Liu Jian 2015-12-30 Electrical, Control Engineering and Computer Science includes the papers from ECES2015 (Hong Kong, 30-31 May 2015), which was organized by the American Society of Science and Engineering (ASEE), a non-profit society for engineers and scientists.

Presenting new theories, ideas, techniques and experiences related to all aspects of electrical engineer
Information Technology and Computer Application Engineering Hsiang-Chuan Liu 2013-10-11 This proceedings volume brings together some 189 peer-reviewed papers presented at the International Conference on Information Technology and Computer Application Engineering, held 27-28 August 2013, in Hong Kong, China. Specific topics under consideration include Control, Robotics, and Automation, Information Technology, Intelligent Computing and Telecommunication, Computer Science and Engineering, Computer Education and Application and other related topics. This book provides readers a state-of-the-art survey of recent innovations and research worldwide in Information Technology and Computer Application Engineering, in so-doing furthering the development and growth of these research fields, strengthening international academic cooperation and communication, and promoting the fruitful exchange of research ideas. This volume will be of interest to professionals and academics alike, serving as a broad overview of the latest advances in the dynamic field of Information Technology and Computer Application Engineering.

Petroleum Production Engineering Boyun Guo, 2017-02-10 Petroleum Production Engineering, Second Edition, updates both the new and veteran engineer on how to employ day-to-day production fundamentals to solve real-world challenges with modern technology. Enhanced to include equations and references with today's more complex systems, such as working with horizontal wells, workovers, and an entire new section of chapters dedicated to flow assurance, this go-to reference remains the most all-inclusive source for answering all upstream and midstream production issues. Completely updated with five sections covering the entire production spectrum, including well productivity, equipment and facilities, well stimulation and workover, artificial lift methods, and flow assurance, this updated edition continues to deliver the most practical applied production techniques, answers, and methods for today's production engineer and manager. In addition, updated Excel spreadsheets that cover the most critical production equations from the book are included for download. Updated to cover today's critical production challenges, such as flow assurance, horizontal and multi-lateral wells, and workovers Guides users from theory to practical application with the help of over 50 online Excel spreadsheets that contain basic production equations, such as gas lift potential, multilateral gas well deliverability, and production forecasting Delivers an all-inclusive product with real-world answers for training or quick look up solutions for the entire petroleum production spectrum
E-Systems for the 21st Century Seifedine Kadry 2019-07-10 E-based systems and computer networks are becoming standard practice across all sectors, including health, engineering, business, education, security, and citizen interaction with local and national government. With contributions from researchers and practitioners from around the world, this two-volume book discusses and reports on new and important developments in the field of e-systems, covering a wide range of current issues in the design, engineering, and adoption of e-systems.

Computing Handbook, Third Edition Teofilo Gonzalez 2014-05-07 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.

Computer Games and Software Engineering Kendra M. L. Cooper 2015-05-08 Computer games represent a significant software application domain for innovative research in software engineering techniques and technologies. Game developers, whether focusing on entertainment-market opportunities or game-based applications in non-entertainment domains, thus share a common interest with software engineers and developers on how to best engineer game software. Featuring contributions from leading experts in software engineering, the book provides a comprehensive introduction to computer game software development that includes its history as well as emerging research on the interaction between these two traditionally distinct fields. An ideal reference for software engineers, developers, and researchers, this book explores game programming and development from a software engineering perspective. It introduces the latest research in computer game software engineering (CGSE) and covers topics such as HALO (Highly Addictive, socialLy Optimized) software engineering, multi-player outdoor smartphone games, gamifying sports software, and artificial intelligence in games. The book explores the use of games in software engineering education extensively. It also covers game software requirements engineering, game software architecture and design approaches, game software testing and usability assessment, game development frameworks and reusability techniques, and game scalability infrastructure, including support for mobile devices and web-based services.

Basics of Computer Networking Thomas Robertazzi 2011-11-04 Springer Brief Basics of Computer Networking provides a non-mathematical introduction to the world of networks. This book covers both

technology for wired and wireless networks. Coverage includes transmission media, local area networks, wide area networks, and network security. Written in a very accessible style for the interested layman by the author of a widely used textbook with many years of experience explaining concepts to the beginner.

Engineering Writing by Design Edward J. Rothwell 2017-09-29 Engineers are smart people. Their work is important, which is why engineering material should be written as deliberately and carefully as it will be read. *Engineering Writing by Design: Creating Formal Documents of Lasting Value* demonstrates how effective writing can be achieved through engineering-based thinking. Based on the authors' combined experience as engineering educators, the book presents a novel approach to technical writing, positioning formal writing tasks as engineering design problems with requirements, constraints, protocols, standards, and customers (readers) to satisfy. Specially crafted for busy engineers and engineering students, this quick-reading, conversational text: Describes how to avoid logical fallacies and use physical reasoning to catch mistakes in claims Covers the essentials of technical grammar and style as well as the elements of mathematical exposition Emphasizes the centrality of the target audience, and thus the need for clear and concise prose *Engineering Writing by Design: Creating Formal Documents of Lasting Value* addresses the specific combination of thinking and writing skills needed to succeed in modern engineering. Its mantra is: to write like an engineer, you must think like an engineer. Featuring illustrative examples, chapter summaries and exercises, quick-reference tables, and recommendations for further reading, this book is packed with valuable tips and information practicing and aspiring engineers need to become effective writers.

Computing and Simulation for Engineers Ziya Uddin 2022 This book presents the reader with comprehensive insight into various kinds of mathematical modeling and numerical computation for problems arising in several branches of engineering, such as mechanical engineering, computer science engineering, electrical engineering, electronics and communication engineering, and civil engineering. The book: * Discusses topics related to clean and green energy production and storage * Bridges the gap between core theory and costly industrial experiments * Covers advanced biomechanics and nanodrug delivery topics * Explores diversified applications of mathematical techniques to solve practical engineering problems The text in this book emphasizes mathematical treatment of soft computing, image and signal processing, fluid flows in various geometries, biomechanics, biological modeling, a mathematical description of the solar cell, analytical and numerical treatment of problems in fracture mechanics, and antenna design modeling. It also discusses the numerical computations of biomechanics problems and problems arising in cryptography. The text further covers optimization techniques that are useful for real-world problems. This material is primarily written for graduate students and academic researchers in a number of engineering fields, including electrical, electronics and communication, industrial, manufacturing, mechanical, computer science, and mathematics.

29th European Symposium on Computer Aided Chemical Engineering Anton A. Kiss 2019-07-03 The 29th European Symposium on Computer Aided Process Engineering, contains the papers presented at the 29th European Symposium of Computer Aided Process Engineering (ESCAPE) event held in Eindhoven, The Netherlands, from June 16-19, 2019. It is a valuable resource for chemical engineers, chemical process engineers, researchers in industry and academia, students, and consultants for chemical industries. Presents findings and discussions from the 29th European Symposium of Computer Aided Process Engineering (ESCAPE) event

Programming for Electrical Engineers James C. Squire 2020-07-08 *Programming for Electrical Engineers: MATLAB and Spice* introduces beginning engineering students to programming in Matlab and Spice through engaged, problem-based learning and dedicated electrical and computer engineering content. The book draws its problems and examples specifically from electrical and computer engineering, covering such topics as circuit analysis, signal processing, and filter design. It teaches relevant computational techniques in the context of solving common problems in electrical and computer engineering, including mesh and nodal analysis, Fourier transforms, and phasor analysis. *Programming for Electrical Engineers: MATLAB and Spice* is unique among MATLAB textbooks for its dual focus on introductory-level learning and discipline-specific content in electrical and computer engineering. No other textbook on the market currently targets this audience with the same attention to discipline-specific content and engaged learning practices. Although it is primarily an introduction to programming in MATLAB, the book also has a chapter on circuit simulation using Spice, and it includes materials required by ABET Accreditation reviews, such as information on ethics,

professional development, and lifelong learning. Discipline-specific: Introduces Electrical and Computer Engineering-specific topics, such as phasor analysis and complex exponentials, that are not covered in generic engineering Matlab texts Accessible: Pedagogically appropriate for freshmen and sophomores with little or no prior programming experience Scaffolded content: Addresses both script and functions but emphasizes the use of functions since scripts with non-scoped variables are less-commonly encountered after introductory courses Problem-centric: Introduces MATLAB commands as needed to solve progressively more complex EE/ECE-specific problems, and includes over 100 embedded, in-chapter questions to check comprehension in stages and support active learning exercises in the classroom Enrichment callouts: "Pro Tip" callouts cover common ABET topics, such as ethics and professional development, and "Digging Deeper" callouts provide optional, more detailed material for interested students

How Things Work Charles F. Bowman 2021-08-26 It's axiomatic to state that people fear what they do not understand, and this is especially true when it comes to technology. However, despite their prevalence, computers remain shrouded in mystery, and many users feel apprehensive when interacting with them. Smartphones have only exacerbated the issue. Indeed, most users of these devices leverage only a small fraction of the power they hold in their hands. *How Things Work: The Computer Science Edition* is a roadmap for readers who want to overcome their technophobia and harness the full power of everyday technology. Beginning with the basics, the book demystifies the mysterious world of computer science, explains its fundamental concepts in simple terms, and answers the questions many users feel too intimidated to ask. By the end of the book, readers will understand how computers and smart devices function and, more important, how they can make these devices work for them. To complete the picture, the book also introduces readers to the darker side of modern technology: security and privacy concerns, identity theft, and threats from the Dark Web.

Perspectives on Data Science for Software Engineering Tim Menzies 2016-07-14 *Perspectives on Data Science for Software Engineering* presents the best practices of seasoned data miners in software engineering. The idea for this book was created during the 2014 conference at Dagstuhl, an invitation-only gathering of leading computer scientists who meet to identify and discuss cutting-edge informatics topics. At the 2014 conference, the concept of how to transfer the knowledge of experts from seasoned software engineers and data scientists to newcomers in the field highlighted many discussions. While there are many books covering data mining and software engineering basics, they present only the fundamentals and lack the perspective that comes from real-world experience. This book offers unique insights into the wisdom of the community's leaders gathered to share hard-won lessons from the trenches. Ideas are presented in digestible chapters designed to be applicable across many domains. Topics included cover data collection, data sharing, data mining, and how to utilize these techniques in successful software projects. Newcomers to software engineering data science will learn the tips and tricks of the trade, while more experienced data scientists will benefit from war stories that show what traps to avoid. Presents the wisdom of community experts, derived from a summit on software analytics Provides contributed chapters that share discrete ideas and technique from the trenches Covers top areas of concern, including mining security and social data, data visualization, and cloud-based data Presented in clear chapters designed to be applicable across many domains

Engineering the Computer Science and IT. Safeullah Soomro 2009 It has been many decades, since Computer Science has been able to achieve tremendous recognition and has been applied in various fields, mainly computer programming and software engineering. Many efforts have been taken to improve knowledge of researchers, educationists and others in the field of computer science and engineering. This book provides a further insight in this direction. It provides innovative ideas in the field of computer science and engineering with a view to face new challenges of the current and future centuries. This book comprises of 25 chapters focusing on the basic and applied research in the field of computer science and information technology. It increases knowledge in the topics such as web programming, logic programming, software debugging, real-time systems, statistical modeling, networking, program analysis, mathematical models and natural language processing.

Java How to Program Paul J. Deitel 2011-11-21 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. The

Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an

automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.