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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.

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 Science and Engineering—Theory and Applications-Mauricio A. Sanchez 2018-02-13 This book presents a collection of research findings and proposals on computer science and computer engineering, introducing readers to essential concepts, theories, and applications. It also shares perspectives on how cutting-edge and established methodologies and techniques can be used to obtain new and interesting results. Each chapter focuses on a specific aspect of computer science or computer engineering, such as: software engineering, complex systems, computational intelligence, embedded systems, and systems engineering. As such, the book will bring students and professionals alike up to date on key advances in these areas.

Advances in Computer Science and Engineering-Dehuai Zeng 2012-01-26 This book includes the proceedings of the second International Conference on Advances in Computer Science and Engineering (CES 2012), which was held during January 13-14, 2012 in Sanya, China. The papers in these proceedings of CES 2012 focus on the researchers' advanced works in their fields of Computer Science and Engineering mainly organized in four topics, (1) Software Engineering, (2) Intelligent Computing, (3) Computer Networks, and (4) Artificial Intelligence Software.

The Science of Computing-Matti Tedre 2014-12-03 The identity of computing has been fiercely debated throughout its short history. Why is it still so hard to define computing as an academic discipline? Is computing a scientific, mathematical, or engineering discipline? By describing the mathematical, engineering, and scientific traditions of computing, The Science of Computing: Shaping a Discipline presents a rich picture of computing from the viewpoints of the field's champions. The book helps readers understand the debates about computing as a discipline. It explains the context of computing's central debates and portrays a broad perspective of the discipline. The book first looks at computing as a formal, theoretical discipline that is in many ways similar to mathematics, yet different in crucial ways. It traces a number of discussions about the theoretical nature of computing from the field's intellectual origins in mathematical logic to modern views of the role of theory in computing. The book then explores the debates about computing as an engineering discipline, from the central technical innovations to the birth of the modern technical paradigm of computing's arrival as a new technical profession to software engineering gradually becoming an academic discipline. It presents arguments for and against the view of computing as engineering within the context of software production and analyzes the clash between the theoretical and practical mindsets. The book concludes with the view of computing as a science in its own right—not just as a tool for other sciences. It covers the early identity debates of computing, various views of computing as a science, and some famous characterizations of the discipline. It also addresses the experimental computer science debate, the view of computing as a natural science, and the algorithmization of sciences.

2015 Second International Conference on Computer Science, Computer Engineering, and Social Media (CSCESM)- 2015 Annotation, Computer Science, Computer Engineering, Social media, Digital Information, Computers, Web Applications, Networking

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

The Beginner's Guide to Engineering-James Lance 2013-10-16 The Beginner's Guide to Engineering series is designed to provide a very simple, non-technical introduction to the fields of engineering for people with no experience in the fields. Each book in the series focuses on introducing the reader to the various concepts in the fields of engineering conceptually rather than mathematically. These books are a great resource for high school students that are considering majoring in one of the engineering fields, or for anyone else that is curious about engineering but has no background in the field. Books in the series: 1. The Beginner's Guide to Engineering: Chemical Engineering 2. The Beginner's Guide to Engineering: Computer Engineering 3. The Beginner's Guide to Engineering: Electrical Engineering 4. The Beginner's Guide to Engineering: Mechanical Engineering

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.

Electrical, Electronics And Computer Engineering For Scientists And Engineers-Krishnamurthy 2007 This Book Presents A Lucid And Systematic Exposition Of The Basic Principles Involved In Electrical And Electronics Engineering. A Wide Spectrum Of Concepts Is Covered, Ranging From The Basic Principles Of Electric Circuits To The Advanced Area Of Microprocessors.The Fundamental Concepts Are Explained In Sufficient Detail And Are Adequately Illustrated Through Suitable Solved Examples.This Edition Includes New Chapters On * Dc Machines * Ac Machines * Electrical Measuring Instruments * OscillatorsThe Discussion Of Several Other Topics Has Also Been Slightly Revised And Updated.The Book Would Serve As An Excellent For Undergraduate Engineering And Diploma Students Of All Disciplines. Amie Candidates And Practising Engineers Would Also Find It Extremely Useful.

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

Algorithms & Data Structures: The Science Of Computing-Douglas Baldwin 2004-05-15 While many computer science textbooks are confined to teaching programming code and languages, Algorithms and Data Structures: The Science of Computing takes a step back to introduce and explore algorithms -- the content of the code. Focusing on three core topics: design (the architecture of algorithms), theory (mathematical modeling and analysis), and the scientific method (experimental confirmation of theoretical results), the book helps students see that computer science is about problem solving, not simply the memorization and recitation of languages. Unlike many other texts, the methods of inquiry are explained in an integrated manner so students can see explicitly how they interact. Recursion and object oriented programming are emphasized as the main control structure and abstraction mechanism, respectively, in algorithm design. Designed for the CS2 course, the book includes text exercises and has laboratory exercises at the supplemental Web site. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Real Computing Made Real-Forman S. Acton 2013-01-18 This concise guide to trouble-shooting offers practical advice on detecting and removing the bugs, preserving significant figures, avoiding extraneous solutions, and finding efficient iterative processes for solving nonlinear equations. 1996 edition.

Advances in Computer and Information Sciences and Engineering-Tarek Sobh 2008-08-15 Advances in Computer and Information Sciences and Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Advances in Computer and Information Sciences and Engineering includes selected papers from the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2007) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2007).

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

Electronics All-in-One For Dummies-Doug Lowe 2017-01-18 A comprehensive collection of 8 books in 1 offering electronics guidance that can't be found anywhere else! If you know a breadboard from a breadbox but want to take your hobby electronics skills to the next level, this is the only reference you need. Electronics All-in-One For Dummies has done the legwork for you — offering everything you need to enhance your experience as an electronics enthusiast in one convenient place. Written by electronics guru and veteran For Dummies author Doug Lowe, this down-to-earth guide makes it easy to grasp such important topics as circuits, schematics, voltage, and safety concerns. Plus, it helps you have tons of fun getting your hands dirty working with the Raspberry Pi, creating special effects, making your own entertainment electronics, repairing existing electronics, learning to solder safely, and so much more. Create your own schematics and breadboards Become a circuit-building expert Tackle analog, digital, and car electronics Debunk and grasp confusing electronics concepts If you're obsessed with all things electronics, look no further! This comprehensive guide is packed with all the electronics goodies you need to add that extra spark to your game!

Programming for Computations - Python-Svein Linde 2016-07-25 This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

Assessing and Responding to the Growth of Computer Science Undergraduate Enrollments-National Academies of Sciences, Engineering, and Medicine 2018-04-28 The field of computer science (CS) is currently experiencing a surge in undergraduate degree production and course enrollments, which is straining program resources at many institutions and causing concern among faculty and administrators about how best to respond to the rapidly growing demand. There is also significant interest about what this growth will mean for the future of CS programs, the role of computer science in academic institutions, the field as a whole, and U.S. society more broadly. Assessing and Responding to the Growth of Computer Science Undergraduate Enrollments seeks to provide a better understanding of the current trends in computing enrollments in the context of past trends. It examines drivers of the current enrollment surge, relationships between the surge and current and potential gains in diversity in the field, and the potential impacts of responses to the increased demand for computing in higher education, and it considers the likely effects of those responses on students, faculty, and institutions. This report provides recommendations for what institutions of higher education, government agencies, and the private sector can do to respond to the surge and plan for a strong and sustainable future for the field of CS in general, the health of the institutions of higher education, and the prosperity of the nation.

Advances in Computer Science for Engineering and Education-Zhengbing Hu 2018-05-11 This book features high-quality, peer-reviewed research papers presented at the First International Conference on Computer Science, Engineering and Education Applications (ICCSEEA2018), held in Kiev, Ukraine on 18-20 January 2018, and organized jointly by the National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute" and the International Research Association of Modern Education and Computer Science. The state-of-the-art papers discuss topics in computer science, such as neural networks, pattern recognition, engineering techniques, genetic coding systems, deep learning with its medical applications, as well as knowledge representation and its applications in education. It is an excellent reference resource for researchers, graduate students, engineers, management practitioners, and undergraduate students interested in computer science and their applications in engineering and education.

Computer Engineering and Information Technology-Fiona Hobbs 2016-05-25 This book provides comprehensive insights into the field of computer engineering and information technology. Some of the diverse topics covered in this book are data processing, data analysis techniques, software engineering, multimedia, etc. Those with an interest in the field of computer engineering and information technology would find this book helpful as it contains contributions by internationally renowned scientists and experts that bring forth new frontiers for further research.

IBS International Symposium on Computer Science, Computer Engineering and Educational Technology 2019-Wolfram Hardt 2019

SOFTWARE ENGINEERING: AN ENGINEERING APPROACH-Peters 2007-03 Market_Desc: · Programmers: Software Engineers· Requirements Engineers· Software Quality Engineers Special Features: · Offers detailed coverage of software measures. Exposes students to quantitative methods of identifying important features of software products and processes· Complete Case Study. Through an air traffic control study, students can trace the application of methods and practices in each chapter· Problems. A broad range of problems and references follow each chapter· Glossary of technical terms and acronyms facilitate review of basic ideas· Example code given in C++ and Java· References to related web pages make it easier for students to expand horizons About The Book: This book is the first comprehensive study of a quantitative approach to software engineering, outlining prescribed software design practices and measures necessary to assess software quality, cost, and reliability. It also introduces Computational Intelligence, which can be applied to the development of software systems.

Optimization in computer engineering - Theory and applications-Zoltán Adám Mann 2011-11-15 The aim of this book is to provide an overview of classic as well as new research results on optimization problems and algorithms. Beside the theoretical basis, the book contains a number of chapters describing the application of the theory in practice, that is, reports on successfully solving real-world engineering challenges by means of optimization algorithms. These case studies are collected from a wide range of application domains within computer engineering. The diversity of the presented approaches offers a number of practical tips and insights into the practical application of optimization algorithms, highlighting real-world challenges and solutions. Researchers, practitioners and graduate students will find the book equally useful.

Computer Science-National Research Council 2004-10-06 Computer Science: Reflections on the Field, Reflections from the Field provides a concise characterization of key ideas that lie at the core of computer science (CS) research. The book offers a description of CS research recognizing the richness and diversity of the field. It brings together two dozen essays on diverse aspects of CS research, their motivation and results. By describing in accessible form computer science's intellectual character, and by conveying a sense of its vibrancy through a set of examples, the book aims to prepare readers for what the future might hold and help to inspire CS researchers in its creation.

International Symposium on Computer Science, Computer Engineering and Educational Technology 2020-Hardt Wolfram 2020

Probability and Statistics for Computer Scientists-Michael Baron 2013-08-05 Student-Friendly Coverage of Probability, Statistical Methods, Simulation, and Modeling ToolsIncorporating feedback from instructors and researchers who used the previous edition, Probability and Statistics for Computer Scientists, Second Edition helps students understand general methods of stochastic modeling, simulation, and data analysis; make o

The Self-Taught Programmer-Cory Althoff 2017-01-24 "This book is not just about learning to program; although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, I also cover the rest of the things you need to know to program professionally that classes and books don't teach you. "The Self-taught Programmer" is a roadmap, a guide to take you from writing your first Python program, to passing your first technical interview."--Amazon.

Proceedings of the 9th International Conference on Computer Engineering and Networks-Qi Liu 2020-07-01 This book gathers papers presented at the 9th International Conference on Computer Engineering and Networks (CENet2019), held in Changsha, China, on October 18-20, 2019. It examines innovations in the fields of computer engineering and networking and explores important, state-of-the-art developments in areas such as Information Security, Information Hiding and Cryptography, Cyber Security, and Intelligent Computing and Applications. The book also covers emerging topics in computer engineering and networking, along with their applications, discusses how to improve productivity by using the latest advanced technologies, and examines innovation in the fields of computer engineering and networking, particularly in intelligent computing and security.

Computer Science: A Very Short Introduction-Subrata Dasgupta 2016-03-07 Over the past sixty years, the spectacular growth of the technologies associated with the computer is visible for all to see and experience. Yet, the science underpinning this technology is less visible and little understood outside the professional computer science community. As a scientific discipline, computer science stands alongside the likes of molecular biology and cognitive science as one of the most significant new sciences of the post-Second World War era. In this Very Short Introduction, Subrata Dasgupta sheds light on these lesser known areas and considers the conceptual basis of computer science. Discussing algorithms, programming, and sequential and parallel processing, he considers emerging modern ideas such as biological computing and cognitive modelling, challenging the idea of computer science as a science of the artificial. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

Robot Vision-A. Pugh 2013-06-29 Over the past five years robot vision has emerged as a subject area with its own identity. A text based on the proceedings of the Symposium on Computer Vision and Sensor-based Robots held at the General Motors Research Laboratories, Warren, Michigan in 1978, was published by Plenum Press in 1979. This book, edited by George G. Dodd and Lothar Rossl, probably represented the first identifiable book covering some aspects of robot vision. The subject of robot vision and sensory controls (RoVISEC) occupied an entire international conference held in the Hilton Hotel in Stratford, England in May 1981. This was followed by a second RoVISEC held in Stuttgart, Germany in November 1982. The large attendance at the Stratford conference and the obvious interest in the subject of robot vision at international robot meetings, provides the stimulus for this current collection of papers. Users and researchers entering the field of robot vision for the first time will encounter a bewildering array of publications on all aspects of computer vision of which robot vision forms a part. It is the grey area dividing the different aspects of computer vision which is not easy to identify. Even those involved in research sometimes find difficulty in separating the essential differences between vision for automated inspection and vision for robot applications. Both of these are to some extent applications of pattern recognition with the underlying philosophy of each defining the techniques used.

Computer Science Illuminated-Nell B. Dale 2013 This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

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.

Data-Driven Science and Engineering-Steven L. Brunton 2019-02-28 This beginning graduate textbook teaches data science and machine learning methods for modeling, prediction, and control of complex systems.

Practically Magic-Hawkins-Schultz 2013-03-19

Social Engineering-Christopher Hadnagy 2018-06-25 Harden the human firewall against the most current threats Social Engineering: The Science of Human Hacking reveals the crafter side of the hacker's repertoire—why hack into something when you could just ask for access? Undetectable by firewalls and antivirus software, social engineering relies on human fault to gain access to sensitive spaces; in this book, renowned expert Christopher Hadnagy explains the most commonly-used techniques that fool even the most robust security personnel, and shows you how these techniques have been used in the past. The way that we make decisions as humans affects everything from our emotions to our security. Hackers, since the beginning of time, have figured out ways to exploit that decision making process and get you to take an action not in your best interest. This new Second Edition has been updated with the most current methods used by sharing stories, examples, and scientific study behind how those decisions are exploited. Networks and systems can be hacked, but they can also be protected; when the "system" in question is a human being, there is no software to fall back on, no hardware upgrade, no code that can lock information down indefinitely. Human nature and emotion is the secret weapon of the malicious social engineering, and this book shows you how to recognize, predict, and prevent this type of manipulation by taking you inside the social engineer's bag of tricks. Examine the most common social engineering tricks used to gain access Discover which popular techniques generally don't work in the real world Examine how our understanding of the science behind emotions and decisions can be used by social engineers Learn how social engineering factors into some of the biggest recent headlines Learn how to use these skills as a professional social engineer and secure your company Adopt effective counter-measures to keep hackers at bay By working from the social engineer's playbook, you gain the advantage of foresight that can help you protect yourself and others from even their best efforts. Social Engineering gives you the inside information you need to mount an unshakable defense.

Computation Structures-Stephen A. Ward 1990 Computer Systems Organization -- general.

Subject Directory of Special Libraries-Gale 2010-06

Careers in Focus-Ferguson 2008 Profiles jobs in computers such as college professors, computer science, computer and video game designers, computer network administrators, hardware engineers, software designers, webmasters, and more.

History of Semiconductor Engineering-Bo Ljokj 2007-07-28 This book provides a unique account of the history of integrated circuit, the microelectronics industry and the people involved in the development of transistor and integrated circuit. In this richly illustrated account the author argues that the group of inventors was much larger than originally thought. This is a personal recollection providing the first comprehensive behind-the-scenes account of the history of the integrated circuit.

Subject Directory of Special Libraries-Matthew Miskelly 2008-07-01

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