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Logic for Computer Scientists Uwe Schöning 1994-07-15 This book introduces the notions and methods of formal logic from a computer science standpoint, covering propositional logic, predicate logic, and foundations of logic programming. The classic text is replete with illustrative examples and exercises. It presents applications and themes of computer science research such as resolution, automated deduction, and logic programming in a rigorous but readable way. The style and scope of the work, rounded out by the inclusion of exercises, make this an excellent textbook for an advanced undergraduate course in logic for computer scientists.

The Biology of Computer Life Geoffrey Leslie Simons 1985 The doctrine of computer life is not congenial to many people. Often they have not thought in any depth about the idea, and it necessarily disturbs their psychological and intellectual frame of reference: it forces a reappraisal of what it is to be alive, what it is to be human, and whether there are profound, yet un expected, implications in the development of modern com puters. There is abundant evidence to suggest that we are wit nessing the emergence of a vast new family of life-forms on earth, organisms that are not based on the familiar metabolic chemistries yet whose manifest 'life credentials' are accumulating year by year. It is a mistake to regard biology as a closed science, with arbitrarily limited categories; and we should agree with Jacob (1974) who observed that 'Contrary to what is

imagined, biology is not a unified science'. Biology is essentially concerned with living things, and we should be reluctant to assume that at anyone time our concept and understanding of life are complete and incapable of further refinement. And it seems clear that much of the continuing refinement of biological categories will be stimulated by advances in systems theory, and in particular by those advances that relate to the rapidly expanding world of computing and robotics. We should also remember what Pant in (1968) said in a different context: 'the biological sciences are unrestricted . . . and their investigator must be prepared to follow their problems into any other science whatsoever.'

The Illustrated London News 1858

Reverse Engineering of Object Oriented Code Paolo Tonella 2005 During maintenance of a software system, not all questions can be answered directly by resorting to otherwise reliable and accurate source code. Reverse engineering aims at extracting abstract, goal-oriented views of the system, able to summarize relevant properties of the program's computations. Reverse Engineering of Object-Oriented Code provides a comprehensive overview of several techniques that have been recently investigated in the field of reverse engineering. The book describes the algorithms involved in recovering UML diagrams from the code and the techniques that can be adopted for their visualization. This is important because the UML has become the standard for representing design diagrams in object-oriented development.

A state-of-the-art exposition on how to design object-oriented code and accompanying algorithms that can be reverse engineered for greater flexibility in future code maintenance and alteration. Essential object-oriented concepts and programming methods for software engineers and researchers.

Great Ideas in Computer Science Alan W. Biermann 1990-01-01 Covers programming, text manipulation, computation, software engineering, circuits, transistors, machine architecture, language translation, program execution, parallel computation, noncomputability, and artificial intelligence.

Physics for Computer Science Students Narciso Garcia 1991 This text is the product of several years' effort to fill an educational gap, namely, to teach computer scientists the fundamental physics of how a computer works. The book starts with many of the topics of a standard introductory physics course, but with the topics selected and presented in a way to be of use in the second half, which develops the physics of electronic devices. In particular, these chapters cover the fundamentals of quantum mechanics, multi-electron systems, crystal structure, semiconductor devices, and logic circuits. The mathematical complexities are alleviated by intuitive physical arguments. Students are encouraged to use their own programming skills to solve problems. An instructor's manual is available from the authors.

Integrating the Web into Everyday Library Services Elizabeth R. Leggett 2015-09-28 Integrating the Web into Everyday Library Services: A Practical Guide for Librarians is designed to introduce the reader to advanced online research techniques by explaining the concepts behind a variety of modern technological innovations. It is written with the idea that the reader will need to conduct advanced research, help patrons conduct research, or teach classes about a variety of Internet-related topics.

User-designed Computing Louis Schlueter 1982 This book examines the term 'real-time information' and distinguishes it as 'real-control information' while looking at the problems associated with computerizing real-control information, and making the end-user the

architect of their own systems. This book explains how data-processing management can deliver large-scale, user-oriented computer services and yet effectively manage the related computer resources and provide system safety.

Image Processing for Computer Graphics Jonas Gomes 1997 Image processing is a central theme in computer graphics. This book provides a modern introduction to both the underlying mathematics and the main concepts and techniques of the subject. It covers important modern techniques such as morphing and warping images as well as dithering, compositing, and other operations on images.

Catalog of Copyright Entries. Third Series Library of Congress. Copyright Office 1967 Includes Part 1, Number 1: Books and Pamphlets, Including Serials and Contributions to Periodicals (January - June)

Algorithmen in C Robert Sedgewick 1992

Rechnerarchitektur : Von der digitalen Logik zum Parallelrechner Andrew S. Tanenbaum 2014

Introduction to Computer Science Thomas C. Bartee 1975

Programming with Visual C++: Concepts and Projects James Allert 2008-02-20 Visual, interactive, and engaging projects are the hallmark of this innovative book that marks a rapid departure from traditional computer science texts. Programming in Visual C++: Concepts and Projects uses a graphical user interface (GUI) approach instead of the traditional console (plan text) mode, to provide a thorough introduction to computer science and C++ concepts that is highly visual and enjoyable for the reader. Because Visual C++ no longer requires advanced skills to produce GUIs, even beginning readers are able to produce attractive and functional GUIs within the first few chapters. Coverage includes a comprehensive introduction to programming basics, including control and data structures, as well as object-oriented programming. Straightforward and easy to understand, this is a valuable resource for anyone interested in a computer science book that is as fun as it is informative. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Einführung in SQL Alan Beaulieu 2009-08-31

SQL kann Spaß machen! Es ist ein erhebendes Gefühl, eine verworrene Datenmanipulation oder einen komplizierten Report mit einer einzigen Anweisung zu bewältigen und so einen Haufen Arbeit vom Tisch zu bekommen. Einführung in SQL bietet einen frischen Blick auf die Sprache, deren Grundlagen jeder Entwickler beherrschen muss. Die aktualisierte 2. Auflage deckt die Versionen MySQL 6.0, Oracle 11g und Microsoft SQL Server 2008 ab. Außerdem enthält sie neue Kapitel zu Views und Metadaten. SQL-Basics - in null Komma nichts durchstarten: Mit diesem leicht verständlichen Tutorial können Sie SQL systematisch und gründlich lernen, ohne sich zu langweilen. Es führt Sie rasch durch die Basics der Sprache und vermittelt darüber hinaus eine Reihe von häufig genutzten fortgeschrittenen Features. Mehr aus SQL-Befehlen herausholen: Alan Beaulieu will mehr vermitteln als die simple Anwendung von SQL-Befehlen: Er legt Wert auf ein tiefes Verständnis der SQL-Features und behandelt daher auch den Umgang mit Mengen, Abfragen innerhalb von Abfragen oder die überaus nützlichen eingebauten Funktionen von SQL. Die MySQL-Beispieldatenbank: Es gibt zwar viele Datenbankprodukte auf dem Markt, aber welches wäre zum Erlernen von SQL besser geeignet als MySQL, das weit verbreitete relationale Datenbanksystem? Der Autor hilft Ihnen, eine MySQL-Datenbank anzulegen, und nutzt diese für die Beispiele in diesem Buch. Übungen mit Lösungen: Zu jedem Thema finden Sie im Buch gut durchdachte Übungen mit Lösungen. So ist sichergestellt, dass Sie schnell Erfolgserlebnisse haben und das Gelernte auch praktisch umsetzen können.

Optik Eugene Hecht 2009 Leser schätzen dieses Lehrbuch vor allem wegen seines ausgewogenen didaktischen Konzepts. Leicht verständlich erklärt es die Mathematik der Wellenbewegung und behandelt ausführlich sowohl klassische, als auch moderne Methoden der Optik. Ziel des Autors ist dabei, die Optik im Rahmen einiger weniger, übergreifender Konzepte zu vereinheitlichen, so dass Studierende ein in sich geschlossenes, zusammenhängendes Bild erhalten."

Computer-Netzwerke Andrew S. Tanenbaum 1992-01

Spring im Einsatz Craig Walls 2020-01-20 - Erstellen reaktiver Anwendungen - Spring MVC

für Webanwendungen und RESTful Web Services - Sicherheit für Anwendungen mit Spring Security - Behandelt Spring 5.0 Diese vollständig aktualisierte Ausgabe des Bestsellers »Spring in Action« enthält alle Spring-5.0-Updates, neue Beispiele für reaktive Programmierung, Spring WebFlux und Microservices. Ebenfalls enthalten sind die neuesten Best-Practice-Methoden für Spring einschließlich Spring Boot. Das Spring Framework erleichtert Java-Entwicklern die Arbeit. Neue Features in Spring 5 übertragen den produktivitätsorientierten Ansatz auf Microservices, reaktive Entwicklung und andere moderne Anwendungskonzepte. Da Spring Boot nun vollständig integriert ist, können Sie auch komplexe Projekte sofort beginnen und müssen dafür nur minimalen Konfigurationscode schreiben. Das aktualisierte WebFlux-Framework unterstützt dabei reaktive Anwendungen, die sofort einsatzbereit sind. Das Buch führt Sie durch die Kernfunktionen von Spring, die Craig Walls in seinem berühmten klaren Stil erklärt. Erstellen Sie Schritt für Schritt eine sichere, datenbankgestützte Webanwendung. Auf dem Weg dorthin lernen Sie reaktive Programmierung, Microservices, Service Discovery, RESTful APIs und die Bereitstellung (Deployment) von Spring-Anwendungen kennen und bekommen außerdem zahlreiche Experten-Tipps. Ganz gleich, ob Sie Spring gerade entdecken oder auf die Version 5 migrieren - dieser Klassiker hilft Ihnen dabei! AUS DEM INHALT // Erste Schritte mit Spring/Webanwendungen entwickeln/Mit Daten arbeiten/ Zugriffskontrolle mit Spring Security/Mit Konfigurationseigenschaften arbeiten/REST-Dienste erstellen und konsumieren/Nachrichten asynchron senden/Spring integrieren/Einführung in Reactor/Reaktive APIs entwickeln/Daten reaktiv persistent speichern/Service-Discovery/Konfiguration verwalten/Fehler und Latenzzeiten behandeln/Mit Spring Boot Actuator arbeiten/Spring verwalten/Spring mit JMX überwachen/Spring bereitstellen/Bootstrapping von Spring-Anwendungen

An Introduction to Computer Science Jean-Paul Tremblay 1989 General literature -- Introductory and Survey.

Algorithmen für Dummies John Paul Mueller
2017-09-18 Wir leben in einer
algorithmenbestimmten Welt. Deshalb lohnt es
sich zu verstehen, wie Algorithmen arbeiten. Das
Buch präsentiert die wichtigsten
Anwendungsgebiete für Algorithmen:
Optimierung, Sortiervorgänge, Graphentheorie,
Textanalyse, Hashfunktionen. Zu jedem
Algorithmus werden jeweils Hintergrundwissen
und praktische Grundlagen vermittelt sowie
Beispiele für aktuelle Anwendungen gegeben.
Für interessierte Leser gibt es Umsetzungen in
Python, sodass die Algorithmen auch verändert
und die Auswirkungen der Veränderungen
beobachtet werden können. Dieses Buch richtet
sich an Menschen, die an Algorithmen
interessiert sind, ohne eine Doktorarbeit zu dem
Thema schreiben zu wollen. Wer es gelesen hat,
versteht, wie wichtige Algorithmen arbeiten und
wie man von dieser Arbeit beispielsweise bei der
Entwicklung von Unternehmensstrategien
profitieren kann.

**Dictionary of Computer Science,
Engineering and Technology** Philip A.
Laplante 2000-12-21 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.

**Selective Guide to Literature on Computer
Science** 1985

Universal Algebra and Applications in
Theoretical Computer Science Klaus Denecke
2002-01-18 Over the past 20 years, the
emergence of clone theory, hyperequational
theory, commutator theory and tame congruence
theory has led to a growth of universal algebra
both in richness and in applications, especially in
computer science. Yet most of the classic books
on the subject are long out of print and, to date,
no other book has integrated these theories with
the long-established work that supports them.
Universal Algebra and Applications in
Theoretical Computer Science introduces the
basic concepts of universal algebra and surveys
some of the newer developments in the field.
The first half of the book provides a solid
grounding in the core material. A leisurely pace,
careful exposition, numerous examples, and
exercises combine to form an introduction to the
subject ideal for beginning graduate students or
researchers from other areas. The second half of
the book focuses on applications in theoretical
computer science and advanced topics, including
Mal'cev conditions, tame congruence theory,
clones, and commutators. The impact of the
advances in universal algebra on computer
science is just beginning to be realized, and the
field will undoubtedly continue to grow and
mature. Universal Algebra and Applications in
Theoretical Computer Science forms an
outstanding text and offers a unique opportunity
to build the foundation needed for further
developments in its theory and in its computer
science applications.

American Book Publishing Record 2005
Computer Science Illuminated Nell B. Dale 2013
Revised and updated with the latest information
in the field, the Fifth Edition of best-selling
Computer Science Illuminated continues to
provide students with an engaging breadth-first
overview of computer science principles and
provides a solid foundation for those continuing
their study in this dynamic and exciting
discipline. Authored by two of today's most
respected computer science educators, Nell Dale
and John Lewis, the text carefully unfolds the
many layers of computing from a language-
neutral perspective, beginning with the

information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher.

Logic Programming I. Balbin 1985 Logic Programming was effectively defined as a discipline in the early seventies. It is only during the early to mid eighties that books, conferences and journals devoted entirely to Logic Programming began to appear. Consequently, much of the work done during this first crucial decade in Marseilles, Edinburgh, London, Budapest and Stockholm (to name a few) is often overlooked or difficult to trace. There are now two main regular conferences on Logic Programming, and at least five journals: The Journal of Logic Programming, New Generation Computing, Automated Reasoning, The Journal of Symbolic Computation, and Future Generation Computer Systems. Logic Programming, however, has its roots in Automated Theorem Proving and via the expanding area of expert systems, strongly influences researchers in such varied fields as Civil Engineering, Chemistry, Law, etc. Consequently, many papers related to Logic Programming appear in a wide variety of journals and proceedings of conferences in other disciplines. This is particularly true of Computer Science where a revolution is taking place in hardware design, programming languages, and more recently databases. One cannot overestimate the importance of such a bibliography.

The Art and Science of Computer Animation

Stuart Mealing 1998 Computer animation is presented in a different, stimulating form. An introduction is provided to specialised techniques that draws on an audience from among students and practitioners in animation, graphic design and computer science.

Current Issues in Parsing Technology

Masaru Tomita 1990-12-31

Rechnerorganisation und Rechnerentwurf David Patterson 2016-05-24 Mit der deutschen Übersetzung zur fünften Auflage des amerikanischen Klassikers Computer Organization and Design - The Hardware/Software Interface ist das Standardwerk zur Rechnerorganisation wieder auf dem neusten Stand - David A. Patterson und

John L. Hennessy gewähren die gewohnten Einblicke in das Zusammenwirken von Hard- und Software, Leistungseinschätzungen und zahlreicher Rechnerkonzepte in einer Tiefe, die zusammen mit klarer Didaktik und einer eher lockeren Sprache den Erfolg dieses weltweit anerkannten Standardwerks begründen. Patterson und Hennessy achten darauf, nicht nur auf das "Wie" der dargestellten Konzepte, sondern auch auf ihr "Warum" einzugehen und zeigen damit Gründe für Veränderungen und neue Entwicklungen auf. Jedes der Kapitel steht für einen deutlich umrissenen Teilbereich der Rechnerorganisation und ist jeweils gleich aufgebaut: Eine Einleitung, gefolgt von immer tiefgreifenderen Grundkonzepten mit steigender Komplexität. Darauf eine aktuelle Fallstudie, "Fallstricke und Fehlschlüsse", Zusammenfassung und Schlussbetrachtung, historische Perspektiven und Literaturhinweise sowie Aufgaben. In der neuen Auflage sind die Inhalte in den Kapiteln 1-5 an vielen Stellen punktuell verbessert und aktualisiert, mit der Vorstellung neuerer Prozessoren worden, und der Kapitel 6... from Client to Cloud wurde stark überarbeitet. Umfangreiches Zusatzmaterial (Werkzeuge mit Tutorien etc.) steht Online zur Verfügung.

JavaScript-Programmierung von Kopf bis Fuß

Eric Freeman 2014-10 JavaScript-Programmierung von Kopf bis Fuß zeigt Ihnen alles — von den JavaScript-Grundlagen bis hin zu fortgeschrittenen Themen, wie Objekten, Funktionen und dem Document Object Model des Browsers. Sie werden nicht nur lesen. Sie werden spielen, Rätsel lösen, über Geheimnisse nachdenken und mit JavaScript auf unvorstellbare Weise interagieren. Und Sie werden echten Code schreiben, sehr viel sogar, damit Sie bald anfangen können, Ihre eigenen Web-Applikationen zu bauen. In diesem Buch sind die neuesten Erkenntnisse der Kognitionswissenschaft und der Lerntheorie eingeflossen, um Ihnen das Lernen so einfach wie möglich zu machen. Statt einschläfernder Bleiwüsten verwendet dieses Buch eine Vielzahl von Abbildungen und Textstilen, die Ihnen das Wissen direkt ins Hirn spielen — und zwar so, dass es sitzt.

Intelligent Multimedia Computing Science Cyrus F. Nourani 2005 Intelligent Multimedia

Computing Science is an interdisciplinary field combining the arts, sciences, artificial intelligence, computer science, mathematics, and the humanities. The field presented is deeply rooted in AI, mathematical logic and models, modern communications, computer, and human sciences. Academic digital media studies are at times a partnership among Arts and Sciences, Computer Science, and Mathematics. The new fields encompass the intelligent and cognitive aspects of media arts and sciences, exploring the technical, cognitive, and aesthetic bases to human multimedia intelligence and its computation, the applications to business intelligence, model discovery, data mines and intelligent data bases, and IT. The monograph is a technical and practical book to the popular audience, to the business minded professionals, and to all groups wanting to be on an intelligent bearing to the new field.

Elements of Finite Model Theory Leonid Libkin 2004-07-02 Emphasizes the computer science aspects of the subject. Details applications in databases, complexity theory, and formal languages, as well as other branches of computer science.

Mathematical Foundations of Computer Science 1977 J. Gruska 1977-08

Popular Science 1987-03 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Focus on Computer Science Research Albert Tavidze 2004 The books in this series present leading-edge research in the field of computer research, technology and applications. Each contribution has been carefully selected for inclusion based on the significance of the research to the field. Summaries of all chapters are gathered at the beginning of the book and an in-depth index is presented to facilitate access.

Computer Science Handbook, Second Edition Allen B. Tucker 2004-06-28 When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT

professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chapters either new or significantly revised, the *Computer Science Handbook, Second Edition* is exactly the kind of reference you need. This rich collection of theory and practice fully characterizes the current state of the field and conveys the modern spirit, accomplishments, and direction of computer science. Highlights of the Second Edition: Coverage that reaches across all 11 subject areas of the discipline as defined in *Computing Curricula 2001*, now the standard taxonomy More than 70 chapters revised or replaced Emphasis on a more practical/applied approach to IT topics such as information management, net-centric computing, and human computer interaction More than 150 contributing authors--all recognized experts in their respective specialties New chapters on: cryptography computational chemistry computational astrophysics human-centered software development cognitive modeling transaction processing data compression scripting languages event-driven programming software architecture

Databases Illuminated Catherine M. Ricardo 2015-08-31 *Databases Illuminated, Third Edition* Includes Navigate 2 Advantage Access combines database theory with a practical approach to database design and implementation. Strong pedagogical features, including accessible language, real-world examples, downloadable code, and engaging hands-on projects and lab exercises create a text with a unique combination of theory and student-oriented activities. Providing an integrated, modern approach to databases, *Databases Illuminated, Third Edition* is the essential text for students in this expanding field.

Java Illuminated Anderson 2018-01-15 Written for the one- to three-term introductory programming course, the fifth edition of *Java Illuminated* provides learners with an interactive, user-friendly approach to learning the Java programming language. Comprehensive but accessible, the text takes a progressive approach to object-oriented programming, allowing students to build on established skills to develop new and increasingly complex classes. *Java Illuminated* follows an activity-based active

learning approach that ensures student engagement and interest.

Algorithms in C++ Robert Sedgewick 2002
Data Organization in Parallel Computers Harry A.G. Wijshoff 1989-01-31 The organization of data is clearly of great importance in the design of high performance algorithms and architectures. Although there are several landmark papers on this subject, no comprehensive treatment has appeared. This monograph is intended to fill that gap. We introduce a model of computation for parallel computer architectures, by which we are able to express the intrinsic complexity of data organization for specific architectures. We apply this model of computation to several existing parallel computer architectures, e.g., the CDC

205 and CRAY vector-computers, and the MPP binary array processor. The study of data organization in parallel computations was introduced as early as 1970. During the development of the ILLIAC IV system there was a need for a theory of possible data arrangements in interleaved memory systems. The resulting theory dealt primarily with storage schemes also called skewing schemes for 2-dimensional matrices, i.e., mappings from a-dimensional array to a number of memory banks. By means of the model of computation we are able to apply the theory of skewing schemes to various kinds of parallel computer architectures. This results in a number of consequences for both the design of parallel computer architectures and for applications of parallel processing.