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Computer Science Courses

In CS 1121, the high-level object-oriented programming language Java is ... hands-on, interdisciplinary approach to client-based teamwork—making it an experience available exclusively at Michigan Tech ...

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We then explore a wide variety of Web technologies including HTML, JavaScript, JavaServer Pages, Java ... Programming project required. This course covers the basic topics for the interdisciplinary ...

Course Listing for Computer Science

She took an Introduction to Programming in Java course and fell in love with the ... like being able to make a PowerPoint presentation," she said. "Computer science is omnipresent and ...

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Campaign aims to recruit female coders

Are you a Java Developer with interest ...
10:00 15-minute (virtual) kick-off with an interdisciplinary team, sometimes including a customer. 10:15 Start working! We program and elaborate customer ...

Java Commerce Developer

The largest of the computer labs features a purpose-built robot arena, enabling students to use several different robots to study artificial intelligence, and write Java, Python and C++ programs to ...

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Engineering laboratories in The Diamond

Enrollment in computer science programs has ... That means treating it like an apprenticeship or training program." Cybersecurity is an interdisciplinary field that requires knowledge in tech ...

How to become a cybersecurity pro: A cheat sheet

Programming languages ... to improve widely-used programming languages, including Java. His current near-term research involves developing constructs for distributed and data-centric computing. His ...

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William R Cook

The computer science and engineering program features a balanced core in which each student studies the engineering aspects of software and hardware as well as the mathematical foundations of ...

Department of Computer Engineering

Data Science is an interdisciplinary undergraduate program at SFU involving coursework in four different areas: Statistics, Computing Science, Mathematics, and Business. The program was designed in ...

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Data Science

The Design System team is an interdisciplinary group working together to elevate the experience of products across HP. The team is looking for a Design Technologist to work across design and ...

Design System Technologist (Remote)

an interdisciplinary laboratory based at the University of Toronto's Munk School of Global Affairs and Public Policy - which came to prominence in 2021 for its role in exposing multiple ...

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Investigators find Beijing 2022 app riddled with security flaws

and the library's computer lab. The fourth floor will hold more classrooms and study rooms, she added. RIT launches European Post-High School Semester program to ease college transition High school ...

Wallace Library renovation transforms first floor

Dekate recommends these guidelines for building the group: Keep the group small, between five and eight people Make sure the

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team is interdisciplinary ... computer vision, deep learning, NFTs ...

Books on computation in the marketplace tend to discuss the topics within specific fields. Many computational algorithms, however, share common roots. Great advantages emerge if numerical methodologies break the boundaries and find their uses across disciplines.

Interdisciplinary Computing In Java Programming Language introduces readers of different backgrounds to the beauty of the

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selected algorithms. Serious quantitative researchers, writing customized codes for computation, enjoy cracking source codes as opposed to the black-box approach. Most C and Fortran programs, despite being slightly faster in program execution, lack built-in support for plotting and graphical user interface. This book selects Java as the platform where source codes are developed and applications are run, helping readers/users best appreciate the fun of computation.

Interdisciplinary Computing In Java Programming Language is designed to meet the needs of a professional audience composed of

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practitioners and researchers in science and technology. This book is also suitable for senior undergraduate and graduate-level students in computer science, as a secondary text.

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different backgrounds to the beauty of the selected algorithms. Serious quantitative researchers, writing customized codes for computation, enjoy cracking source codes as opposed to the black-box approach. Most C and Fortran programs, despite being slightly faster in program execution, lack built-in support for plotting and graphical user interface. This book selects Java as the platform where source codes are developed and applications are run, helping readers/users best appreciate the fun of computation.

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needs of a professional audience composed of practitioners and researchers in science and technology. This book is also suitable for senior undergraduate and graduate-level students in computer science, as a secondary text.

Named a Notable Book in the 21st Annual Best of Computing list by the ACM! Robert Sedgewick and Kevin Wayne's Computer Science: An Interdisciplinary Approach is the ideal modern introduction to computer science with Java programming for both students and professionals. Taking a broad, applications-

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based approach, Sedgewick and Wayne teach through important examples from science, mathematics, engineering, finance, and commercial computing. The book demystifies computation, explains its intellectual underpinnings, and covers the essential elements of programming and computational problem solving in today's environments. The authors begin by introducing basic programming elements such as variables, conditionals, loops, arrays, and I/O. Next, they turn to functions, introducing key modular programming concepts, including components and reuse. They present a modern

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introduction to object-oriented programming, covering current programming paradigms and approaches to data abstraction. Building on this foundation, Sedgewick and Wayne widen their focus to the broader discipline of computer science. They introduce classical sorting and searching algorithms, fundamental data structures and their application, and scientific techniques for assessing an implementation's performance. Using abstract models, readers learn to answer basic questions about computation, gaining insight for practical application. Finally, the authors show how machine architecture links

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the theory of computing to real computers, and to the field's history and evolution. For each concept, the authors present all the information readers need to build confidence, together with examples that solve intriguing problems. Each chapter contains question-and-answer sections, self-study drills, and challenging problems that demand creative solutions. Companion web site (intros.cs.princeton.edu/java) contains Extensive supplementary information, including suggested approaches to programming assignments, checklists, and FAQs Graphics and sound libraries Links to program code and

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test data Solutions to selected exercises
Chapter summaries Detailed instructions for
installing a Java programming environment
Detailed problem sets and projects Companion
20-part series of video lectures is available
at informit.com/title/9780134493831

By emphasizing the application of computer programming not only in success stories in the software industry but also in familiar scenarios in physical and biological science, engineering, and applied mathematics, Introduction to Programming in Java takes an interdisciplinary approach to teaching

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programming with the Java(TM) programming language. Interesting applications in these fields foster a foundation of computer science concepts and programming skills that students can use in later courses while demonstrating that computation is an integral part of the modern world. Ten years in development, this book thoroughly covers the field and is ideal for traditional introductory programming courses. It can also be used as a supplement or a main text for courses that integrate programming with mathematics, science, or engineering.

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Today, anyone in a scientific or technical discipline needs programming skills. Python is an ideal first programming language, and Introduction to Programming in Python is the best guide to learning it. Princeton University's Robert Sedgewick, Kevin Wayne, and Robert Dondero have crafted an accessible, interdisciplinary introduction to programming in Python that emphasizes important and engaging applications, not toy problems. The authors supply the tools needed for students to learn that programming is a natural, satisfying, and creative experience. This example-driven guide focuses on Python's

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most useful features and brings programming to life for every student in the sciences, engineering, and computer science. Coverage includes Basic elements of programming: variables, assignment statements, built-in data types, conditionals, loops, arrays, and I/O, including graphics and sound Functions, modules, and libraries: organizing programs into components that can be independently debugged, maintained, and reused Object-oriented programming and data abstraction: objects, modularity, encapsulation, and more Algorithms and data structures: sort/search algorithms, stacks, queues, and symbol tables

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Examples from applied math, physics, chemistry, biology, and computer science—all compatible with Python 2 and 3 Drawing on their extensive classroom experience, the authors provide Q&As, exercises, and opportunities for creative practice throughout. An extensive amount of supplementary information is available at intros.cs.princeton.edu/python. With source code, I/O libraries, solutions to selected exercises, and much more, this companion website empowers people to use their own computers to teach and learn the material.

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"JavaTech demonstrates the ease with which Java can be used to create powerful network applications and distributed computing applications. It can be used as a textbook for introductory or intermediate level programming courses, and for more advanced students and researchers who need to learn Java for a particular task. JavaTech is up to date with Java 5.0."--BOOK JACKET.

"Havill's problem-driven approach introduces algorithmic concepts in context and motivates students with a wide range of interests and backgrounds." -- Janet Davis, Associate

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Professor and Microsoft Chair of Computer Science, Whitman College "This book looks really great and takes exactly the approach I think should be used for a CS 1 course. I think it really fills a need in the textbook landscape." -- Marie desJardins, Dean of the College of Organizational, Computational, and Information Sciences, Simmons University

"Discovering Computer Science is a refreshing departure from introductory programming texts, offering students a much more sincere introduction to the breadth and complexity of this ever-growing field." -- James Deverick, Senior Lecturer, The College of William and

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Mary "This unique introduction to the science of computing guides students through broad and universal approaches to problem solving in a variety of contexts and their ultimate implementation as computer programs." -- Daniel Kaplan, DeWitt Wallace Professor, Macalester College

Discovering Computer Science: Interdisciplinary Problems, Principles, and Python Programming is a problem-oriented introduction to computational problem solving and programming in Python, appropriate for a first course for computer science majors, a more targeted disciplinary computing course or, at a slower

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pace, any introductory computer science course for a general audience. Realizing that an organization around language features only resonates with a narrow audience, this textbook instead connects programming to students' prior interests using a range of authentic problems from the natural and social sciences and the digital humanities. The presentation begins with an introduction to the problem-solving process, contextualizing programming as an essential component. Then, as the book progresses, each chapter guides students through solutions to increasingly complex problems, using a spiral

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approach to introduce Python language features. The text also places programming in the context of fundamental computer science principles, such as abstraction, efficiency, testing, and algorithmic techniques, offering glimpses of topics that are traditionally put off until later courses. This book contains 30 well-developed independent projects that encourage students to explore questions across disciplinary boundaries, over 750 homework exercises, and 300 integrated reflection questions engage students in problem solving and active reading. The accompanying website –

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<https://www.discoveringscs.net> – includes more advanced content, solutions to selected exercises, sample code and data files, and pointers for further exploration.

This book constitutes revised selected papers from the 25th Argentine Congress on Computer Science, CACIC 2019, held in Río Cuarto, Argentina, in October 2019. The 27 full papers presented in this volume were carefully reviewed and selected from a total of 185 submissions. They were organized in topical sections named: intelligent agents and systems; distributed and parallel

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processing; computer technology applied to education; graphic computation, images and visualization; software engineering; databases and data mining; hardware architectures, networks, and operating systems; innovation in software systems; signal processing and real-time systems; computer security; innovation in computer science education; and digital governance and smart cities.

In *The Art and Science of Java*, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the

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reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern

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objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

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.

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