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Suitable for all A-Level Computer Science syllabuses and for BTEC(N) Computing courses, this text also provides background reading for those studying for GNVQ Advanced Information Technology. It has been revised in line with the 1997 A-Level syllabuses, and now includes chapter summaries.

Bradley provides concise coverage of all advanced level computer science specification. The text is

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Ray Bradley organised in short bite-sized chapters to facilitate rapid learning, making it an ideal revision aid.

This is a revised edition which includes coverage on the influence and power of the Internet, the inclusion of JavaScript, Java, VBA and Visual Basic languages; extended business, scientific and real-time applications chapters; inclusion of the latest hardware in the input, output and storage chapters; an introductory chapter on syllabus and course requirements for Computer Science; concept checkpoints, hints and did you know sections; revision summaries and exercise and question sections.

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The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was

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developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information

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visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

This book is about the design of computer technology. It it, we look closely at computers as they exist today and we set out new directions for future development. This discourse presented here, however, is not what one would expect to find in a book of

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Ray Bradley science and engineering. It moves among topics and purposes that appear to be worlds apart: it is both theoretical and practical; it is concerned with computer technology and with the nature of human existence; with the philosophy of language with office automation.

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to

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Ray Bradbley teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

This book explains how the binary works and how it is used by computers to represent information including positive and negative integers, characters and real numbers. It explains the logical and bitwise operations used to manipulate information and perform arithmetic. We also briefly look at how computers store this information in memory and secondary storage, and how it can be transmitted between computers. Topics covered include:

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INTRODUCING NUMBER BASES AND BINARY
CONVERTING FROM BINARY TO DENARY AND VICE-
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How to Convert a Denary Number to Binary HOW
COMPUTERS GROUP BINARY DIGITS A Closer Look at
Bytes A Closer Look at Words * Word alignment, word
alignment and packing, byte ordering and endianness
Addresses BOOLEAN OPERATIONS AND LOGIC GATES
Fundamentals of Boolean Algebra * NOT, AND, OR,
XOR, NAND, NOR, NXOR Combining Logic Gates *
NOT, AND, OR, XOR, NOR using NAND logic Logical
Versus Bitwise Operations Using Bitwise Operations to
Set, Clear, Flip or Test Bits * Setting bits, inverting
bits, clearing bits, testing bits ADDING AND

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Key Practice
SUBTRACTING IN BINARY Adding Binary Integers * The column addition method of adding denary numbers and adding binary numbers, implementing binary addition using logic gates Subtracting Binary Integers * The column subtraction methods of subtracting denary numbers and subtracting binary numbers, implementing binary subtraction using logic gates
SHIFT OPERATIONS Left Shift Right Shift Circular Shifts
MULTIPLICATION AND DIVISION IN BINARY
Multiplication * Multiplying by a power of 2, column multiplication, Russian peasant multiplication algorithm, multiplication in hardware Division * Dividing by a power of 2, denary long division, binary long division, algorithm for binary long division,

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division in hardware REPRESENTING CHARACTERS
AND STRINGS OF CHARACTERS Representing
Individual Characters * ASCII, extended ASCIIs, BCDIC
and other early character encodings, EBCDIC, Unicode
Representing Strings of Characters * Terminated
strings, length-prefixed strings, other string
representations REPRESENTING TEXT AND GRAPHICS
ON SCREEN Text Mode Displays Bitmap Displays
PARITY CHECKING What is a Parity Bit Even and Odd
Parity Advantages, Disadvantages and Limitations of
Using Parity Checking Parity's Use in RAID Storage
Devices Unused Parity Bits SIGNED INTEGERS Offset
Binary Signed Magnitude Representation One's
Complement Two's Complement Other

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Representations of Signed Numbers * Base -2, signed-digit representation REAL NUMBERS Fixed Point Representation Floating Point Representation Rational Data Type Logarithmic Number Systems DENARY ENCODINGS AND DECIMAL DATA TYPES Why Use Denary Representations of Real Numbers? Binary Encodings of Denary * Serial decimal, two-out-of-five, bi-quinary, character-based encodings of denary, binary-Coded Decimal (BCD), Chen-Ho Encoding, Densely Packed Decimal (DPD) and excess-3 Decimal Data Types * Which numbers can be exactly represented in fixed and floating point? * How inexact? * Issues with inexact representation * Decimal representation DATA STRUCTURES Structs

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Arrays Linked Lists and More Complex Structures *
Limitations of arrays, introducing linked lists, singly
and doubly linked lists, more complex data structures
TYPES OF COMPUTER MEMORY Magnetic-Core
Memory and Core Rope Memory RAM * DRAM and
SRAM ROM * Mask-programmed ROM, PROM, EPROM,
EEPROM, Flash memory SECONDARY STORAGE
Sequential Storage * Punched tape, magnetic tape
Random Access Storage * Magnetic disk, optical disk,
solid state drives, flash memory and cloud Storage
MEASURING MEMORY AND STORAGE DIGITAL
COMMUNICATIONS Serial Communication Parallel
Communication MEASURING TRANSFER RATES Baud

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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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David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz

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