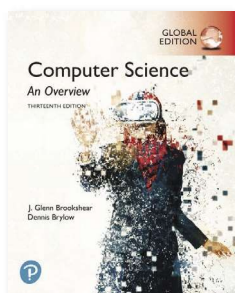


Computer Science

Introduction to Computer Science



Computer Science: An Overview, 13e

Glenn Brookshear & Dennis Brylow

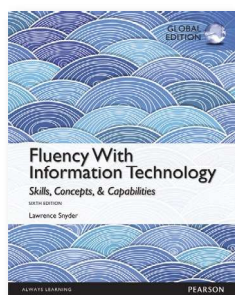
9781292263427 • ©2019
736pp • Paperback

eBook version available

Pearson Horizon available

Course: Introduction to Computer Science

Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field.



Fluency With Information Technology: Skills, Concepts and Capabilities, 6e

Lawrence Snyder

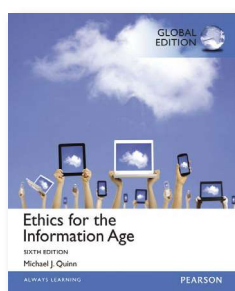
9781292061245 • ©2014
784pp • Paperback

eBook version available

Course: Introduction to Computer Science

This textbook equips readers who are already familiar with computers, the Internet and the World Wide Web with a deeper understanding of the broad capabilities of technology. Through a project-oriented learning approach that uses examples and realistic problem-solving scenarios, Larry Snyder teaches readers to navigate information technology independently and become effective users of today's resources, forming a foundation of skills they can adapt to their personal and career goals as future technologies emerge.

New edition coming in 2021



Ethics for the Information Age, 6e

Michael J. Quinn

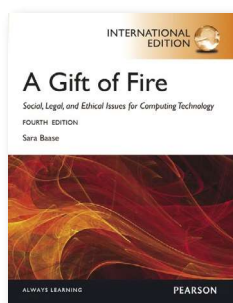
9781292061238 • ©2015
552pp • Paperback

eBook version available

Course: Computer Ethics

In an era where information technology changes constantly, a thoughtful response to these rapid changes requires a basic understanding of IT history, an awareness of current issues and a familiarity with ethics. *Ethics for the Information Age* is unique in its balanced coverage of ethical theories used to analyze problems encountered by computer professionals in today's environment.

New edition coming in 2021



A Gift of Fire: Social, Legal and Ethical Issues for Computing and the Internet, 4e

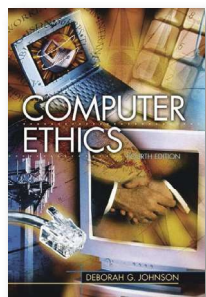
Sara Baase

9780273768593 • ©2012
496pp • Paperback

eBook version available

Course: Computer Ethics

The textbook is ideal for courses in Computer Ethics and Computers and Society. Sara Baase explores the social, legal, philosophical, ethical, political, constitutional and economic implications of computing and the controversies they raise. With a computer scientist's perspective and with historical context for many issues, she covers the issues students will face both as members of a technological society and as professionals in computer-related fields.



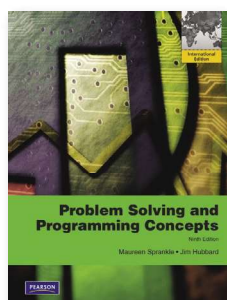
Computer Ethics, 4e

Deborah G. Johnson

9780131112414 • ©2009
216pp • Paperback

Course: Computer Ethics

Written in clear, accessible prose, the Fourth Edition of *Computer Ethics* brings together philosophy, law and technology. The text provides an in-depth exploration and analysis of a broad range of topics regarding the ethical implications of widespread use of computer technology.



Problem Solving and Programming Concepts, 9e

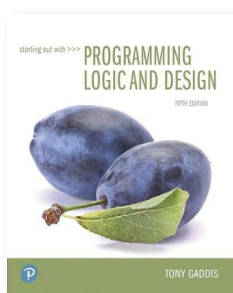
Maureen Sprankle & Jim Hubbard

9780273752219 • ©2011
528pp • Paperback

eBook version available

Course: Problem Solving

Revised to reflect the most current issues in the programming industry, this widely adopted text emphasizes that problem solving is the same in all computer languages, regardless of syntax. Sprankle and Hubbard use a generic, non-language-specific approach to present the tools and concepts required when using any programming language to develop computer applications.



Starting Out with Programming Logic and Design, 5e

Tony Gaddis

9780134801155 • ©2018
832pp • Paperback

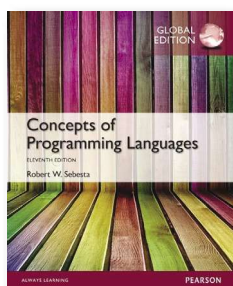
eBook version available

Course: Problem Solving

Starting Out with Programming Logic and Design is a language-independent introductory programming book, teaching students programming concepts and logic without assuming any previous programming experience. The text is clear and approachable, making the complex concepts accessible to every student. In this new edition, Gaddis focuses on current languages providing code snippet examples and complete programs for each.

Title available on demand

Programming – General



Concepts of Programming Languages, 11e

Robert W. Sebesta

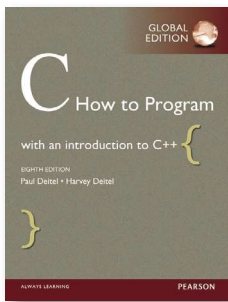
9781292100555 • ©2016
800pp • Paperback

eBook version available

Course: Programming Languages/Comparative Languages

Concepts of Programming Languages introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design.

Programming – Introduction

**C How to Program, 8e**

Paul Deitel & Harvey Deitel

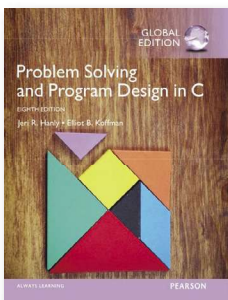
9781292110974 • ©2015

1008pp • Paperback

eBook version available

Available with MyLab Programming**Course:** C – Intro to Programming/CS1

C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding. The Eighth Edition continues the tradition of the signature Deitel Live Code approach – presenting concepts in the context of full-working programs rather than incomplete snips of code. Students can run each program as they study it and see how their learning applies to real world programming scenarios.

**Problem Solving and Program Design in C, 8e**

Jeri R. Hanly & Elliot B. Koffman

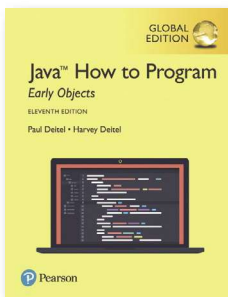
9781292098814 • ©2015

840pp • Paperback

eBook version available

Available with MyLab Programming**Course:** C – Intro to Programming/CS1

Problem Solving and Program Design in C teaches introductory students to program with ANSI-C, a standardized, industrial-strength programming language known for its power and probability. The text uses widely accepted software engineering methods to teach students to design cohesive, adaptable and reusable program solution modules with ANSI-C. Through case studies and real world examples, students are able to envision a professional career in programming.

**Java How to Program, Early Objects, 11e**

Harvey Deitel & Paul J. Deitel

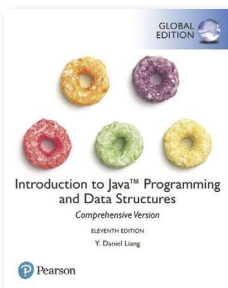
9781292223858 • ©2018

1296pp • Paperback

eBook version available

Available with MyLab Programming**Course:** Java – Intro to Programming/CS1

The Deitels' groundbreaking *How to Program* series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. *Java How to Program, Early Objects* presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. This new edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System and other key Java 9 topics.

**Introduction to Java Programming and Data Structures, Comprehensive Version, 11e**

Y. Daniel Liang

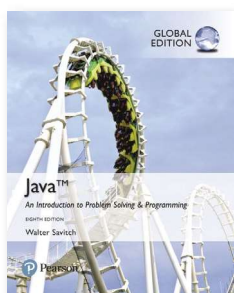
9781292221878 • ©2018

Paperback

eBook version available

Available with MyLab Programming**Course:** Java – Intro to Programming/CS1

Designed to support an introductory programming course, *Introduction to Java Programming and Data Structures* teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, data structures and Web programming. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use.



Java: An Introduction to Problem Solving and Programming, 8e

Walter Savitch

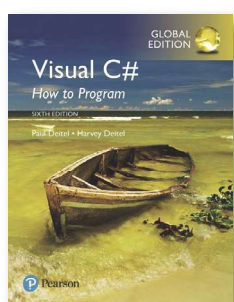
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1056pp • Paperback

eBook version available

Available with MyLab Programming

Course: Java – Intro to Programming/CS1

Ideal for a wide range of introductory computer science courses, *Java: An Introduction to Problem Solving and Programming, 8th Edition* introduces students to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text.



Visual C# How to Program, 6e

Harvey Deitel & Paul J. Deitel

9781292153469 • ©2017
1056pp • Paperback

eBook version available

Course: C# Programming – Introductory

Created by world-renowned programming instructors Paul and Harvey Deitel, *Visual C# How to Program, Sixth Edition* introduces students to the world of desktop, mobile and web app development with Microsoft's® Visual C#® programming language. Students will use the .NET platform and the Visual Studio® Integrated Development Environment to write, test and debug applications and run them on a wide variety of Windows® devices.



Starting out with Visual C#, 4e

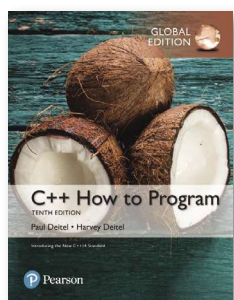
Tony Gaddis

9781292163215 • ©2017
792pp • Paperback

eBook version available

Course: C# Programming – Introductory

Clear, friendly and approachable, *Starting Out With Visual C#* is an ideal beginning text for students with no programming experience. Detailed walk-throughs and a readable, comprehensible style make the text inviting to new programmers, while numerous practical example programs highlight the most important programming topics. Gaddis's detailed, step-by-step instructions teach a GUI-based approach that motivates students with familiar graphical elements. Topics are examined progressively in each chapter, with objects taught before classes.



C++ How to Program (Early Objects Version), 10e

Paul J. Deitel & Harvey Deitel

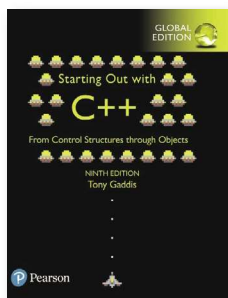
9781292153346 • ©2016
1080pp • Paperback

eBook version available

Available with MyLab Programming

Course: C++ – Intro to Programming/CS1

The best-selling *C++ How to Program* is accessible to readers with little or no programming experience, yet comprehensive enough for the professional programmer. The Deitels' signature live-code approach presents the concepts in the context of full working programs followed by sample executions. The early objects approach gets readers thinking about objects immediately – allowing them to more thoroughly master the concepts. Emphasis is placed on achieving program clarity and building well-engineered software.



Starting Out with C++: From Control Structures through Objects, 9e

Tony Gaddis

9781292222332 • ©2019

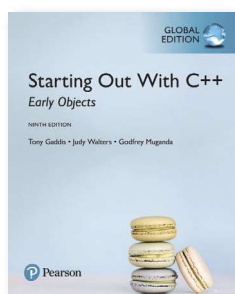
1344pp • Paperback

eBook version available

Available with MyLab Programming

Course: C++ – Intro to Programming/CS1

Starting Out with C++: From Control Structures through Objects covers control structures, functions, arrays and pointers before objects and classes in Tony Gaddis's hallmark accessible, step-by-step presentation. His books help beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the C++ programming language by presenting all the details needed to understand the "how" and the "why" – but never losing sight of the fact that most beginners struggle with this material.



Starting Out with C++: Early Objects, 9e

Tony Gaddis, Judy Walters
& Godfrey Muganda

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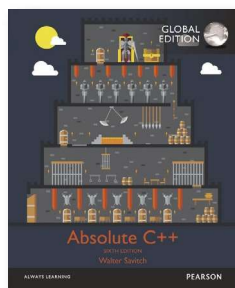
1272pp • Paperback

Available with MyLab Programming

Course: C++ – Intro to Programming/CS1

Intended for use in a two-term, three-term, or accelerated one-term C++ programming sequence, *Starting Out with C++: Early Objects* introduces the fundamentals of C++ to novices and experienced students alike. In clear, easy-to-understand terms, the text introduces all of the necessary topics for beginning C++ programmers. Real-world examples allow students to apply their knowledge in understanding how, why and when to implement the features of C++.

Programming – Intermediate



Absolute C++, 6e

Walter Savitch & Kenrick Mock

9781292098593 • ©2016

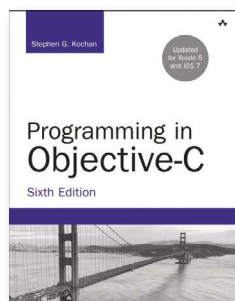
1008pp • Paperback

eBook version available

Available with MyLab Programming

Course: C++ – Intermediate Programming

Absolute C++ is a comprehensive introduction to the C++ programming language. The text is organized around the specific use of C++, providing students with an opportunity to master the language completely. Adaptable to a wide range of users, the text is appropriate for beginner to advanced programmers familiar with the C++ language.



Programming in Objective-C, 6e

Stephen G. Kochan

9780321967602 • 2013

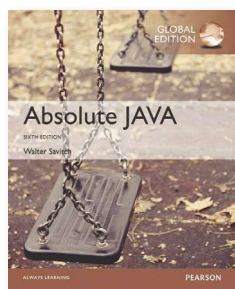
576pp • Paperback

eBook version available

Course: C – Intermediate Programming

Programming in Objective-C is a concise, carefully written tutorial on the basics of Objective-C and object-oriented programming for Apple's iOS and OS X platforms. This unique approach to learning, combined with many small program examples and exercises at the end of each chapter, makes *Programming in Objective-C* ideally suited for classroom use.

Title available on demand



Absolute Java, 6e

Walter Savitch & Kenrick Mock

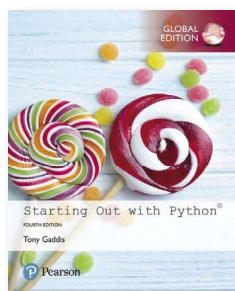
9781292109220 • ©2015
1296pp • Paperback

eBook version available

Available with MyLab Programming

Course: Java – Intermediate Programming

This book is designed to serve as a textbook and reference for programming in the Java language. Although it does include programming techniques, it is organized around the features of the Java language rather than any particular curriculum of programming techniques. The main audience is undergraduate students who have not had extensive programming experience with the Java language.



Starting Out with Python, 4e

Tony Gaddis

9781292225753 • ©2019
744pp • Paperback

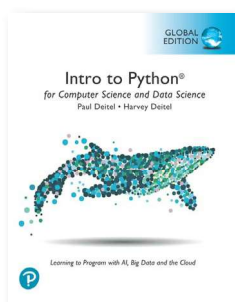
eBook version available

Available with MyLab Programming

New edition coming soon

Course: Python

In *Starting Out with Python®, 4th Edition*, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high-level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs.



Intro to Python for Computer Science and Data Science: Learning to Program with AI, Big Data and The Cloud

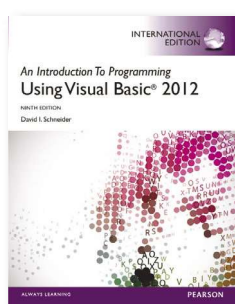
Paul J. Deitel & Harvey Deitel

9781292364902 • ©2021 (July)
Paperback

eBook version available

Course: Algorithms

This new text is suitable for introductory-level Python programming and/or data-science courses. Real-world datasets and AI technologies allow students to work on projects making a difference in business, industry, government and academia. There are chapters on Data mining Twitter, Natural Language Processing (usage bar charts and word clouds), IBM Watson and IoT, along with hundreds of examples, exercises, projects (EPPs) and implementation case studies.



An Introduction to Programming with Visual Basic 2012, 9e

David Schneider

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684pp • Paperback

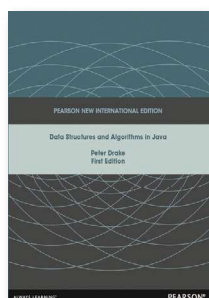
eBook version available

Available with MyLab Programming

Course: Visual BASIC – Programming

Schneider's tried and true text – consistently praised by both students and instructors – is designed for students with no prior computer programming experience. Now updated for Visual Basic 2012, Schneider focuses on teaching problem-solving skills and sustainable programming skills. A broad range of real-world examples, section-ending exercises, case studies and programming projects gives students more hands-on experience than any other Visual Basic book on the market.

New Edition coming in 2021



Data Structures and Algorithms in Java

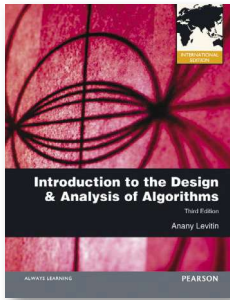
Peter Drake

9781292040097 • ©2013
512pp • Paperback

eBook version available

Course: Java – Data Structures/CS2

An abundance of unique, interesting examples, use of the Unified Modeling Language throughout and the newest Java 1.5 features characterize this text. Drake provides a concise and engaging introduction to Java and object-oriented programming, assuming familiarity with the basic control structures of Java or C and only a pre-calculus level of mathematics.



Introduction to the Design and Analysis of Algorithms, 3e

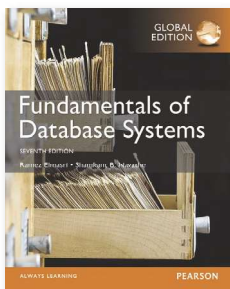
Anany Levitin

9780273764113 • ©2011
592pp • Paperback

eBook version available

Course: Algorithms

Based on a new classification of algorithm design techniques and a clear delineation of analysis methods, *Introduction to the Design and Analysis of Algorithms* presents the subject in a coherent and innovative manner. Written in a student-friendly style, the book emphasizes the understanding of ideas over excessively formal treatment while thoroughly covering the material required in an introductory algorithms course. Popular puzzles are used to motivate students' interest and strengthen their skills in algorithmic problem solving.



Fundamentals of Database Systems, 7e

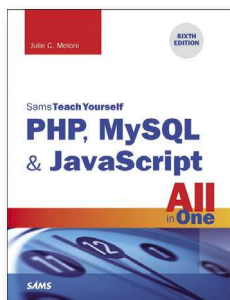
Ramez Elmasri
& Shamkant B. Navathe

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1272pp • Paperback

Pearson Horizon available

Course: Database Systems

This book introduces the fundamental concepts necessary for designing, using and implementing database systems and database applications. Our presentation stresses the fundamentals of database modeling and design, the languages and models provided by the database management systems and database system implementation techniques.



PHP, MySQL & JavaScript All in One, Sams Teach Yourself, 6e

Julie C. Meloni

9780672337703 • ©2017
704pp • Paperback

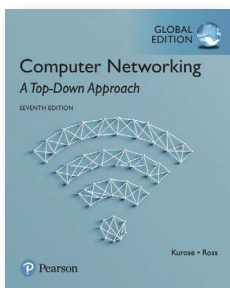
eBook version available

Course: SQL – Programming

In just a short time, students can learn how to use PHP, MySQL and Apache together to create dynamic, interactive websites and applications using the three leading open-source web development technologies. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling readers to learn the essentials of PHP scripting, MySQL databases and the Apache web server from the ground up.

Title available on demand

Computer Networking



Computer Networking: A Top-Down Approach, 7e

James Kurose & Keith Ross

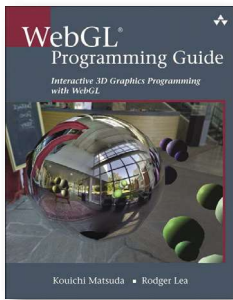
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856pp • Paperback

Pearson Horizon available

Course: Computer Networking

Unique among computer networking texts, this popular book builds on the author's long tradition of teaching this complex subject through a layered approach in a "top-down manner." By working its way from the application layer down toward the physical layer, it motivates students by exposing them to important concepts early in their study of networking. This text provides an excellent foundation for students in computer science and electrical engineering, without requiring extensive knowledge of programming or mathematics.

Computer Graphics



WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL

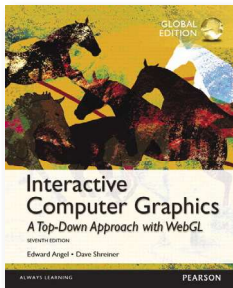
Kouichi Matsuda & Rodger Lea

9780321902924 • ©2013
600pp • Paperback

eBook version available

Course: Advanced Topics in Computer Graphics

With this book, students will learn step-by-step, through realistic examples, building their skills as they move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic.



Interactive Computer Graphics: A Top-Down Approach with WebGL, 7e

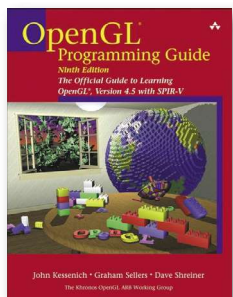
Edward Angel & Dave Shreiner

9781292019345 • ©2014
752pp • Paperback

eBook version available

Course: Computer Graphics – Intro

This is the only introduction to computer graphics text for undergraduates that fully integrates WebGL and emphasizes application-based programming. The top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics.



OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V, 9e

John Kessenich, Graham Sellers & Dave Shreiner

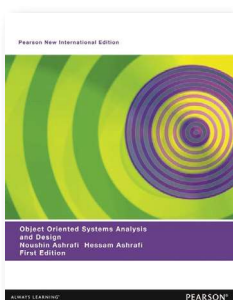
9780134495491 • ©2016
976pp • Paperback

eBook version available

Course: Computer Graphics - Intermediate

OpenGL® Programming Guide provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders.

Systems Analysis & Design



Object Oriented Systems Analysis and Design

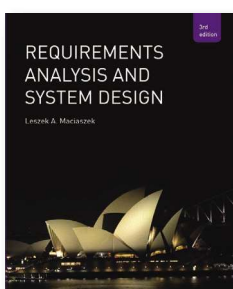
Noushin Ashrafi & Hessam Ashrafi

9781292039602 • ©2013
636pp • Paperback

eBook version available

Course: Object-oriented Systems Analysis and Design

This text teaches students object-oriented systems analysis and design in a highly practical and accessible way.



Requirements Analysis and Systems Design, 3e

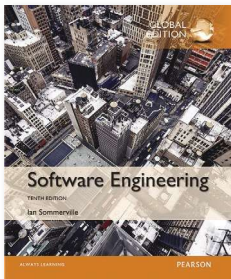
Leszek Maciaszek

9780321440365 • ©2007
656pp • Paperback

Course: Systems Analysis and Design

An examination of the methods and techniques used in the analysis and design phases of Information System development. Emphasis is placed upon the application of object technology in enterprise information systems (EIS) with UML being used throughout. Through its excellent balance of practical explanation and theoretical insight, the book manages to avoid unnecessary, complicating details without sacrificing rigor.

Software Engineering



Software Engineering, 10e

Ian Sommerville

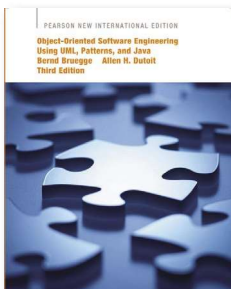
9781292096131 • ©2015

816pp • Paperback

eBook version available

Course: Software Engineering (SE)

Software Engineering introduces students to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner.



Object-Oriented Software Engineering Using UML, Patterns and Java, 3e

Bernd Bruegge & Allen H. Dutoit

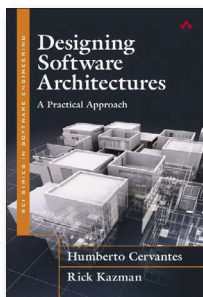
9781292024011 • ©2013

728pp • Paperback

eBook version available

Course: Software Engineering (SE)

Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineering through practical experience: students can apply the techniques learned in class by implementing a real-world software project.



Designing Software Architectures: A Practical Approach

Humberto Cervantes
& Rick Kazman

9780134390789 • ©2016

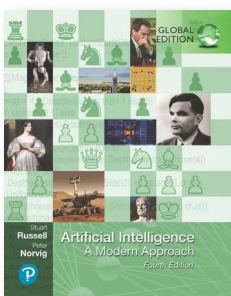
320pp • Paperback

Course: Software Engineering – Advanced

Designing Software Architectures is the first step-by-step guide to making the crucial design decisions that can make or break your software architecture. SEI expert Rick Kazman and Dr. Humberto Cervantes provide comprehensive guidance for ensuring that your architectural design decisions are consistently rational and evidence-based.

Title available on demand

Artificial Intelligence



Artificial Intelligence: A Modern Approach, 4e

Stuart Russell & Peter Norvig

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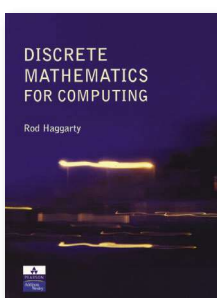
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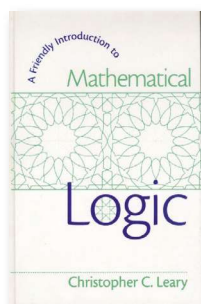
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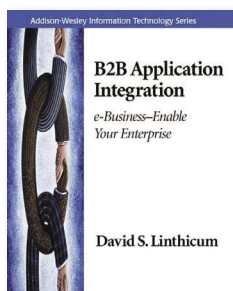
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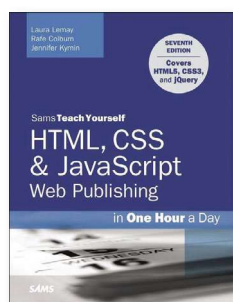
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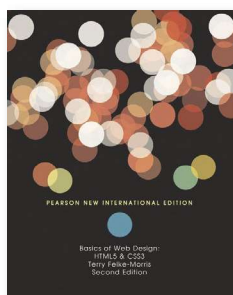
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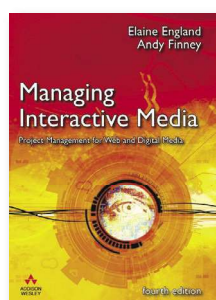
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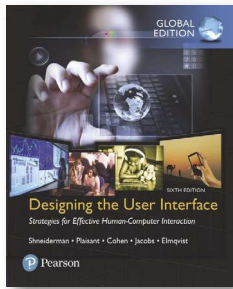
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Human Computer Interaction



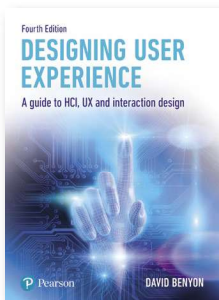
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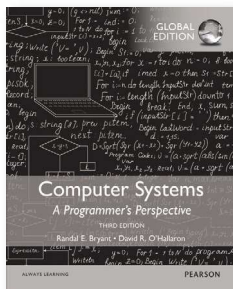
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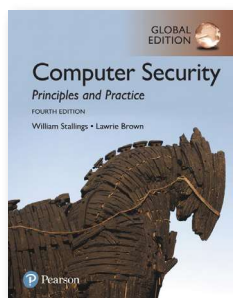
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