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In this best-selling text, Mike Schneider and Judy Gersting unify and lend relevance to the topics of computer science within their proven framework of a six-layer hierarchy of abstractions. The authors begin by showing that computer science is the study of algorithms, which is the central theme of the book, then move up the next five levels of the hierarchy: hardware, virtual machine, software, applications, and ethics. Each layer in the hierarchy builds upon the ideas and concepts presented in earlier chapters. In addition to some motivational applications such as Web page design and interactive graphics, the book covers the fundamental issues of algorithms, hardware design, computer organization, system software, language models, theory of computation, and social and ethical issues of computing. Exposure to these deeper and more complex core ideas introduces students to the richness and beauty of the field and helps them appreciate the principles behind their creation and implementation. While feeling the excitement of computer science, students receive a solid grounding in the central concepts as well as in important uses of computing and information technology.

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. --

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

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Now updated to include the most recent developments in Web and network technology, this best-selling introduction to computer science provides a breadth-first overview of the full range of topics in this dynamic discipline: algorithms, hardware design, computer organization, system software, language models, programming, compilation, theory of computation, applications, networks, artificial intelligence, and the impact of computers on society. The authors present these topics in the context of a big picture, - six-layer hierarchy of abstractions - starting with the algorithmic foundations of computer science, and working upward from low-level hardware concepts through virtual machine environments, languages, software, and applications programs to the social issues raised by computer technology. Each layer in the hierarchy builds on ideas and concepts presented earlier. An accompanying lab manual provides exploratory lab experiences tied to the text material. The Second Edition features the use of C++ for teaching the basics of programming, with a C++ compiler provided with the accompanying lab manual. This compiler includes a graphics library that students use to create shapes and images as part of a new section in Chapter 7 on "Graphical Programming."