Computer Science: An Overview (10th Edition)

By J. Glenn Brookshear

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Students and instructors alike continue to praise the broad coverage and clear exposition that **Computer Science: An Overview** uses 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. Introduction; Data Storage; Operating Systems; Networking and the Internet; Algorithms; Programming Languages; Software Engineering; Data Abstractions; Database Systems; Computer Graphics; Artificial Intelligence; Theory of Computation. For all readers interested in the basics of computer science.

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Editorial Review

From the Back Cover

Computer Science: An Overview, Tenth Edition, delivers a solid, comprehensive overview of what computer science is all about. Each topic is presented with its historical perspective, current state, and future potential, as well as ethical issues for students to consider. This balanced, realistic picture helps students see the many opportunities that computing presents for further studies and future careers.
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FEATURES:

- **NEW! Chapter on computer graphics (Chapter 10)** describes the technology used in video games and today's motion picture industry and provides a foundation for understanding the expanding field of virtual reality.
- **NEW! Numerous leading computer scientists** played consulting roles in those chapters specific to their fields of expertise, ensuring that all topics are state-of-the-art and relecant in today's rapidly changing environment.
- **Fully revised lab manuals for C++ and Java™** are available for instructors who would like to incorporate a programming language into their courses. The lab manuals follow the sequence and approach of this book, facilitating hands-on exploration of concepts with C++ and Java.
- **A wide range of topics**-- including programming languages, operating systems, algorithms, software engineering, networking, database design, graphics, artificial intelligence, and machine architecture -- are covered.
- **The Companion Website** for this book includes a practical exploration of topics, software simulators, and more. Check the front of this book for an access code to this valuable student resource. Six months of access are included with all new copies of this text.

About the Author
J. Glenn Brookshear is a Professor Emeritus at Marquette University where he taught Formal Language, Introduction to Computer Science, and Theory of Computation. He is the author of the previous editions of *Computer Science: An Overview.*

Users Review

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Edna Kopec:

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John Mullen:

The e-book untitled Computer Science: An Overview (10th Edition) is the guide that recommended to you to see. You can see the quality of the publication content that will be shown to anyone. The language that writer use to explained their way of doing something is easily to understand. The author was did a lot of research when write the book, therefore the information that they share for your requirements is absolutely accurate. You also will get the e-book of Computer Science: An Overview (10th Edition) from the publisher to make you much more enjoy free time.

Edward Kirklin:

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Diane Joiner:

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