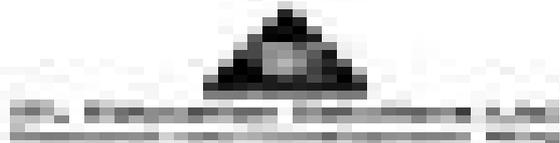

Introduction to Computer Science



Itl Es1 Pearson Introduction To Computer Science

Yi-Tong Ma



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Computer Programming and IT ITL Limited, Ashok Kamthane, Raj Kamal, 2012 Computer Programming and IT is a student friendly practical and example driven book that gives students a solid foundation in the basics of computer programming and information technology The contents have been designed to correspond with the requirements of courses in computer programming and IT A rich collection of solved examples makes this book indispensable for students **Introduction to**

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Fluency with Information Technology Lawrence Snyder, Chethan Venkatesh, 2014-07-18 This book is suitable for undergraduate students in computer science and engineering for students in other disciplines who have good programming skills and for professionals Computer animation and graphics are now prevalent in everyday life from the computer screen to the movie screen to the smart phone screen The growing excitement about WebGL applications and their ability to integrate HTML5 inspired the authors to exclusively use WebGL in the Seventh Edition of Interactive Computer Graphics with WebGL 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 Teaching and Learning Experience This program will provide a better teaching and learning experience for you and your students It will help Engage Students Immediately with 3D Material A top down programming oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own graphics Introduce Computer Graphics Programming with WebGL and JavaScript WebGL is not only fully shader based each application must provide at least a vertex shader and a fragment shader but also a version that works within the latest web browsers

Tomorrow's Technology and You George Beekman, Ben Beekman, 2008-12-01 For introductory courses in computer concepts often including instruction in Microsoft Office Explores the promises and challenges of information technology along with its effect on businesses people society and the future Tomorrow s Technology and You explores information technology on three levels Explanations Clearly explains what a computer is and what it can and can t do it clearly explains the basics of information technology from multimedia PCs to the Internet and beyond Applications Illustrates how computers and networks are and will be used as practical tools to solve a wide variety of problems Implications Puts technology in a human context illustrating how digital devices and networks affect our lives our world and our future Previous Editions Tomorrow s Technology and You Eighth Edition Computer Confluence Tomorrow s Technology and You Seventh Edition

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