READ COMPUTER SCIENCE AN OVERVIEW 12TH EDITION BY GLENN BROOKSHEAR 2014 04 11

Computer Science

Now in its eighth edition, this book continues to provide a comprehensive, accessible, and up-to-date introduction to the dynamic field of computer science using a breadth-first approach. The table of contents and the text itself have been revised and expanded to reflect changes in the field, including the trend toward using Web and Internet Technology, the evolution of Objects, and the important growth in the field of databases. Specifically, chapter three from the previous edition has been expanded into two chapters. Chapter three will now only cover Operating Systems and the new chapter four will focus on Networks and the Internet. Anyone interested in gaining a thorough introduction to Computer Science.

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. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith -- Indiana University of PA; Dennis Brylow -- Marquette University), new, modern examples, and updated coverage based on current technology.

Computer Science

Computer Science: An Overview truly lives up to its title, providing an introduction to the entire computer science discipline. This broad coverage, combined with clear explanations, has made it the leading textbook for the beadth-first/CS0 course. The text is unique in that it avoids presenting topics from the perspective of any particular programming language. Moreover, the text communicates the dynamics of computer science by presenting topics in a historical perspective in which past developments, the current state of the art, and directions of research are discussed. The result is a balanced, realistic picture of computer science, including such topics as programming languages, operating systems, algorithms, software engineering, networking, database design, artificial intelligence, and machine architecture. This seventh edition has been thoroughly updated to discuss important trends in such areas as networking and the Internet, software engineering, and artificial intelligence. Topics added include open-source development, associative memory, XML, and C#. Thought-provoking discussions of ethical and legal issues revolving around computing are integrated into each chapter rather than being presented as separate, isolated topics.

Computer Science: An Overview PDF eBook, Global Edition

For the Introduction to Computer Science course 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. An overview of each of the important areas of Computer

Science provides students with a general level of proficiency for future courses. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. It will help: Develop a Practical, Realistic Understanding of Computer Science: A language-independent overview of each of the important areas of Computer Science prepares students for future courses. Fit your Course Preferences: Individual chapters are independent and can be covered in an order that suits your course. Reinforce Core Concepts: More than 1000 Questions and Exercises, Chapter Review Problems, and Social Issues questions give students the opportunity to apply concepts. The full text downloaded to your computer. With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends Print 5 pages at a time Compatible for PCs and MACs No expiry (offline access will remain whilst the Bookshelf software is installed. eBooks are downloaded to your computer and accessible either offline through the VitalSource Bookshelf (available as a free download), available online and also via the iPad/Android app. When the eBook is purchased, you will receive an email with your access code. Simply go to http://bookshelf.vitalsource.com/ to download the FREE Bookshelf software. After installation, enter your access code for your eBook. Time limit The VitalSource products do not have an expiry date. You will continue to access your VitalSource products whilst you have your VitalSource Bookshelf installed.

Computer Science: An Overview, Global Edition

For Introduction to Computer Science courses. Computer Science: An Overview is written for students of computer science as well as students from other disciplines. Its broad coverage and clear exposition are accessible to students from all backgrounds, encouraging a practical and realistic understanding of the subject. Written to provide students with a bottom-up, concrete-to-abstract foundation, this broad background exposes beginning computer science students to the breadth of the subject in which they are planning to major, and students from other disciplines to what they need to relate to the technical society in which they live. Individual chapters are independent, and can be covered in an order that suits instructor course needs with selected content marked as optional for the introductory course. With a new full-colour design, each chapter in the 13th Edition has seen revisions, updates, and corrections from the previous editions. The text also continues to use Python to provide programming tools for exploration and experimentation. More than 1,000 questions and exercises, Chapter Review Problems, and Social Issues questions reinforce core concepts. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

The Essence of Artificial Intelligence

A concise, practical introduction to artificial intelligence, this title starts with the fundamentals of knowledge representation, inference, expert systems, natural language processing, machine learning, neural networks, agents, robots, and much more. Examples and algorithms are presented throughout, and the book includes a complete glossary.

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C++ Programming: From Problem Analysis to Program Design

Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik's time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Readings in Cyberethics

This book of readings is a flexible resource for undergraduate and graduate courses in the evolving fields of computer and Internet ethics. Each selection has been carefully chosen for its timeliness and analytical depth and is written by a well-known expert in the field. The readings are organized to take students from a discussion on ethical frameworks and regulatory issues to a substantial treatment of the four fundamental, interrelated issues of cyberethics: speech, property, privacy, and security. A chapter on professionalism rounds out the selection. This book makes an excellent companion to CyberEthics: Morality and Law in Cyberspace, Third Edition by providing articles that present both sides of key issues in cyberethics.

Building Java Programs

This textbook is designed for use in a two-course introduction to computer science.

Artificial Intelligence in Education

This two-volume set LNCS 11625 and 11626 constitutes the refereed proceedings of the 20th International Conference on Artificial Intelligence in Education, AIED 2019, held in Chicago, IL, USA, in June 2019. The 45 full papers presented together with 41 short, 10 doctoral consortium, 6 industry, and 10 workshop papers were carefully reviewed and selected from 177 submissions. AIED 2019 solicits empirical and theoretical papers particularly in the following lines of research and application: Intelligent and interactive technologies in an educational context; Modelling and representation; Models of teaching and learning; Learning contexts and informal learning; Evaluation; Innovative applications; Intelligent techniques to support disadvantaged schools and students, inequity and inequality in education.\u200b

Handbook of Computer Science & IT

Scope of science and technology is expanding at an exponential rate and so is the need of skilled professionals i.e., Engineers. To stand out of the crowd amidst rising competition, many of the engineering graduates aim to crack GATE, IES and PSUs and pursue various post graduate Programmes. Handbook series as its name suggests is a set of Best-selling Multi-Purpose Quick Revision resource books, those are devised with anytime, anywhere approach. It's a compact, portable revision aid like none other. It contains almost all useful Formulae, equations, Terms, definitions and many more important aspects of these subjects. Computer Science & IT Handbook has been designed for aspirants of GATE, IES, PSUs and Other Competitive Exams. Each topic is summarized in the form of key points and notes for everyday work, problem solving or exam revision, in a unique format that displays concepts clearly. The book also displays formulae and circuit diagrams clearly, places them in context and crisply identities and describes all the variables involved Theory of Computation, Data Structure with Programming in C, Design and Analysis of Algorithm, Database Management Systems, Operation System, Computer Network, Compiler Design,

Software Engineering and Information System, Web Technology, Switching Theory and Computer Architecture

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Computer Science

Named a Notable Book in the 21st Annual Best of Computing list by the ACM! Robert Sedgewick and Kevin Wayne's Computer Science: An Interdisciplinary Approach is the ideal modern introduction to computer science with Java programming for both students and professionals. Taking a broad, applications-based approach, Sedgewick and Wayne teach through important examples from science, mathematics, engineering, finance, and commercial computing. The book demystifies computation, explains its intellectual underpinnings, and covers the essential elements of programming and computational problem solving in today's environments. The authors begin by introducing basic programming elements such as variables, conditionals, loops, arrays, and I/O. Next, they turn to functions, introducing key modular programming concepts, including components and reuse. They present a modern introduction to object-oriented programming, covering current programming paradigms and approaches to data abstraction. Building on this foundation, Sedgewick and Wayne widen their focus to the broader discipline of computer science. They introduce classical sorting and searching algorithms, fundamental data structures and their application, and scientific techniques for assessing an implementation's performance. Using abstract models, readers learn to answer basic questions about computation, gaining insight for practical application. Finally, the authors show how machine architecture links the theory of computing to real computers, and to the field's history and evolution. For each concept, the authors present all the information readers need to build confidence, together with examples that solve intriguing problems. Each chapter contains question-and-answer sections, self-study drills, and challenging problems that demand creative solutions. Companion web site (introcs.cs.princeton.edu/java) contains Extensive supplementary information, including suggested approaches to programming assignments, checklists, and FAQs Graphics and sound libraries Links to program code and test data Solutions to selected exercises Chapter summaries Detailed instructions for installing a Java programming environment Detailed problem sets and projects Companion 20-part series of video lectures is available at informit.com/title/9780134493831

Fundamentals of Computers

Fundamentals of Computers has been specifically designed for anybody and everybody who wants to be familiar with basic concepts of computers. It is an ideal text for self-learning basic computer concepts (such as organization, architecture, input and output devices, primary and secondary memory) as well as advanced topics (such as operating systems, computer networks, and databases). The book also provides step-by-step tutorials to learn different MS Office applications such as Word, PowerPoint, and Excel. The book can be useful for a broad spectrum of students, varying from non-computers background students enrolled in elementary courses on Information Technology and Computer Sciences to students enrolled in professional courses such as BCA and MCA.

Art and Science of Java

In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

The Origins of Digital Computers

My interest in the history of digital computers became an active one when I had the fortune to come across the almost entirely forgotten work of PERCY LUDGATE, who designed a mechanical program-controlled computer in Ireland in the early I ':ICC's. I undertook an investigation of his life and work, during which I began to realise that a large number of early developments, which we can now see as culminating in the modern digital computer, had been most undeservedly forgotten. Hopefully, historians of science, some of whom are now taking up the subject of the development of the computer and accumulating valuable data, particularly about the more recent events from the people concerned, will before too long provide us with comprehensive analytical accounts of the invention of the computer. The present book merely aims to bring together some of the more important and interesting written source material for such a history of computers. (Where necessary, papers have been translated into English, but every attempt has been made to retain the flavour of the original, and to avoid possibly misleading use of modern computing terminology.

So What?

So What? The Writer's Argument, Third Edition, teaches students how to write compelling arguments and explains why practicing argumentation is essential to learning and communicating with others. Practical exercises throughout each chapter reinforce this broader academic aim by focusing on the key issue of significance-helping writers answer the \"So What?\" question for themselves and their audiences. By showing students how their writing fits within the broader context of academic inquiry, So What?, Third Edition, encourages them to emulate and adapt the authentic academic styles, foundational organizing structures, and helpful rhetorical moves to their college classes and beyond.

Computer-Related Risks

\"This sobering description of many computer-related failures throughout our world deflates the hype and hubris of the industry. Peter Neumann analyzes the failure modes, recommends sequences for prevention and ends his unique book with some broadening reflections on the future.\" —Ralph Nader, Consumer Advocate This book is much more than a collection of computer mishaps; it is a serious, technically oriented book written by one of the world's leading experts on computer risks. The book summarizes many real events involving computer technologies and the people who depend on those technologies, with widely ranging causes and effects. It considers problems attributable to hardware, software, people, and natural causes. Examples include disasters (such as the Black Hawk helicopter and Iranian Airbus shootdowns, the Exxon Valdez, and various transportation accidents); malicious hacker attacks; outages of telephone systems and computer networks; financial losses; and many other strange happenstances (squirrels downing power grids, and April Fool's Day pranks). Computer-Related Risks addresses problems involving reliability, safety, security, privacy, and human well-being. It includes analyses of why these cases happened and discussions of what might be done to avoid recurrences of similar events. It is readable by technologists as well as by people merely interested in the uses and limits of technology. It is must reading for anyone with even a remote

involvement with computers and communications—which today means almost everyone. Computer-Related Risks: Presents comprehensive coverage of many different types of risks Provides an essential system-oriented perspective Shows how technology can affect your life—whether you like it or not!

Access to Health

The Thirteenth Edition of Access to Health makes personal health engaging for students to learn and easier for instructors to teach by focusing on the most important real-world issues and topics, highlighting a focus on technology and money. Long known for its currency, research, and strength in behavior change, Access to Health provides key information through a consistent framework for motivating you to make healthy life choices. As a teacher, mentor, and researcher, Rebecca J. Donatelle knows the issues that are important to today's students. Through her friendly writing style she addresses your concerns and teaches them to be savvy and critical consumers of health information. The Thirteenth Edition adds new features highlighting health topics centering around money and technology issues. Additionally, the book references one Video Tutor per chapter with QR codes. You simply scan the code with a reader on their phone and quickly and easily view a short video that makes a tricky concept easy to understand. As always, the book's attractive design, imaginative art, unique mini-chapters, and robust media make learning personal health more accessible. Access to Health provides hands-on practical tools that help you effect healthy changes in your life. Note: If you are purchasing the standalone text or electronic version, MasteringHealth does not come automatically packaged with the text. To purchase MasteringHealth please visit www.masteringhealthandnutrition.com or you can purchase a package of the physical text + MasteringHealth by searching for 0321982746 / 9780321982742. MasteringHealth is not a self-paced technology and should only be purchased when required by an instructor.

Advanced Engineering Mathematics, 22e

\"Advanced Engineering Mathematics\" is written for the students of all engineering disciplines. Topics such as Partial Differentiation, Differential Equations, Complex Numbers, Statistics, Probability, Fuzzy Sets and Linear Programming which are an important part of all major universities have been well-explained. Filled with examples and in-text exercises, the book successfully helps the student to practice and retain the understanding of otherwise difficult concepts.

The Software Life Cycle

The Software Life Cycle deals with the software lifecycle, that is, what exactly happens when software is developed. Topics covered include aspects of software engineering, structured techniques of software development, and software project management. The use of mathematics to design and develop computer systems is also discussed. This book is comprised of 20 chapters divided into four sections and begins with an overview of software engineering and software development, paying particular attention to the birth of software engineering and the introduction of formal methods of software development. The next section explores some aspects of software engineering that tend to get ignored in the literature, including functional programming, functional-programming languages, and relational databases. The reader is then introduced to structured methods of software development, along with software project management. The final chapter is devoted to software testing, which can be functional or nonfunctional. This monograph will be useful to software engineers and designers.

Fundamentals of Multimedia

This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and

mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Information Systems for Managers

Endorsed by Cambridge Assessment International Education. Develop computational thinking and programming skills with complete coverage of the latest syllabus from experienced examiners and teachers. - Follows the order of the syllabus exactly, ensuring complete coverage - Introduces students to self-learning exercises, helping them learn how to use their knowledge in new scenarios - Accompanying animation files of the key concepts are available to download for free online. www.hoddereducation.co.uk/cambridgeextras-1 - Answers are available on the Teacher's CD. This book covers the IGCSE (0478), O Level (2210) and US IGCSE entry (0473) syllabuses, which are for first examination 2015. It may also be a useful reference for students taking the new Computer Science AS level course (9608).

Cambridge IGCSE Computer Science

In 1942, Lt. Herman H. Goldstine, a former mathematics professor, was stationed at the Moore School of Electrical Engineering at the University of Pennsylvania. It was there that he assisted in the creation of the ENIAC, the first electronic digital computer. The ENIAC was operational in 1945, but plans for a new computer were already underway. The principal source of ideas for the new computer was John von Neumann, who became Goldstine's chief collaborator. Together they developed EDVAC, successor to ENIAC. After World War II, at the Institute for Advanced Study, they built what was to become the prototype of the present-day computer. Herman Goldstine writes as both historian and scientist in this first examination of the development of computing machinery, from the seventeenth century through the early 1950s. His personal involvement lends a special authenticity to his narrative, as he sprinkles anecdotes and stories liberally through his text.

NVS PGT Computer Science

In a technology driven world, basic knowledge and awareness about computers is a must if we wish to lead a successful personal and professional life. Today Computer Awareness is considered as an important dimension in most of the competitive examinations like SSC, Bank PO/Clerk & IT Officer, UPSC & other State Level PSCs, etc. Objective questions covering Computer Awareness are asked in a number of competitive exams, so the present book which will act as an Objective Question Bank for Computer Awareness has been prepared keeping in mind the importance of the subject. This book has been divided into 22 chapters covering all the sections of Computer Awareness like Introduction to Computer, Computer Organisation, Input & Output Devices, Memory, Software, MS-Office, Database, Internet & Networking, Computer Security, Digital Electronics, etc. The chapters in the book contain more than 75 tables which will help in better summarization of the important information. With a collection of more than 3500 objective questions, the content covered in the book simplifies the complexities of some of the topics so that the non-computer students feel no difficulty while studying various concepts covered under Computer Awareness section. This book contains the most streamlined collection of objective questions including questions asked in competitive examinations upto 2014. As the book thoroughly covers the Computer Awareness section asked in a number of competitive examinations, it for sure will work as a preparation booster for various competitive examinations like UPSC & State Level PSCs Examinations, SSC, Bank PO/Clerk & IT Officer and other general competitive & recruitment examinations.

The Computer from Pascal to von Neumann

'Blown to Bits' is about how the digital explosion is changing everything. The text explains the technology, why it creates so many surprises and why things often don't work the way we expect them to. It is also about things the information explosion is destroying: old assumptions about who is really in control of our lives.

Objective Question Bank of Computer Awareness for General Competitions

This text uses Java to teach data structures and algorithms from the perspective of abstract thinking and problem solving.

Blown to Bits

Manage your own revision with step-by-step support from experienced teacher and examiner Steve Cushing. Use specific case studies to improve your knowledge of Computer Science. Apply terms accurately with the help of definitions and key words. -Plan and pace your revision with the revision planner -Use the expert tips to clarify key points -Avoid making typical mistakes with key expert advice -Test yourself with end-of-topic questions and answers and tick off each topic as you complete it -Get exam ready with last minute quick quizzes at www.hoddereducation.co.uk/myrevisionnotes

Data Structures and Problem Solving Using Java

The purpose of the book is to provide an overview of clinical research (types), activities, and areas where informatics and IT could fit into various activities and business practices. This book will introduce and apply informatics concepts only as they have particular relevance to clinical research settings.

AQA GCSE Computer Science My Revision Notes 2e

Now firmly established as one of the leading economics principles texts in the UK and Europe, this exciting, new fifth edition of Economics by N. Gregory Mankiw (Harvard University) and Mark P. Taylor (Washington University), has been fully updated. Much revered for its friendly and accessible approach, emphasis on active learning, and unrivalled support resources, this edition also has an improved structure to ensure the text aligns even more closely with the latest courses. The new edition incorporates additional coverage of a number of key topics including heterodox theories in economics such as complexity theory; institutional economics and feminist economics; different theories in international trade; game theory; different measures of poverty; the 'flat Phillips curve'; and the future of the European Union.This title is available with MindTap, a flexible online learning solution that provides students with all the tools they need to succeed including an interactive eReader, engaging multimedia, practice questions, assessment materials, revision aids, and analytics to help you track their progress.

Clinical Research Informatics

Supporting great computer science teaching through a scenario-based approach to problem solving and computational thinking. Our resources are designed to inspire and motivate students by relating and applying their skills to real-world contexts and making learning relevant.

Economics

Exam Board: OCR Level: A-level Subject: Computer Science First Teaching: September 2015 First Exam: June 2016 Develop confident students with our expert authors: their insight and guidance will ensure a thorough understanding of OCR A Level computer science, with challenging tasks and activities to test essential analytical and problem-solving skills. - Endorsed by OCR for use with the OCR AS and A Level

Computer Science specification and written by a trusted and experienced author team, OCR Computer Science for A Level: - Builds students' understanding of the core topics and computing skills required by the course units - Computing Systems, Algorithms and Problem Solving, and Programming Project - with detailed topic coverage, case studies and regular questions to measure understanding - Develops a problem-solving approach based on computational thinking required at both AS and A Level - thought-provoking practice questions at the end of each chapter gives opportunities to probe more deeply into key topics - Incorporates full coverage of the skills and knowledge demanded by the examined units, with exercises to help students understand the assessment objectives and advice and examples to support them through the practical element of the course.

Edexcel GCSE Computer Science Student Book

This in-depth technical guide is an essential resource for anyone involved in the development of "smart mobile wireless technology, including devices, infrastructure, and applications. Written by researchers active in both academic and industry settings, it offers both a big-picture introduction to the topic and detailed insights into the technical details underlying all of the key trends. Smart Phone and Next-Generation Mobile Computing shows you how the field has evolved, its real and potential current capabilities, and the issues affecting its future direction. It lays a solid foundation for the decisions you face in your work, whether you're a manager, engineer, designer, or entrepreneur. Covers the convergence of phone and PDA functionality on the terminal side, and the integration of different network types on the infrastructure side Compares existing and anticipated wireless technologies, focusing on 3G cellular networks and wireless LANs Evaluates terminal-side operating systems/programming environments, including Microsoft Windows Mobile, Palm OS, Symbian, J2ME, and Linux Considers the limitations of existing terminal designs and several pressing application design issues Explores challenges and possible solutions relating to the next phase of smart phone development, as it relates to services, devices, and networks Surveys a collection of promising applications, in areas ranging from gaming to law enforcement to financial processing

OCR A Level Computer Science

Chaos and nonlinear dynamics initially developed as a new emergent field with its foundation in physics and applied mathematics. The highly generic, interdisciplinary quality of the insights gained in the last few decades has spawned myriad applications in almost all branches of science and technology—and even well beyond. Wherever the quantitative modeling and analysis of complex, nonlinear phenomena are required, chaos theory and its methods can play a key role. This second volume concentrates on reviewing further relevant, contemporary applications of chaotic nonlinear systems as they apply to the various cutting-edge branches of engineering. This encompasses, but is not limited to, topics such as the spread of epidemics; electronic circuits; chaos control in mechanical devices; secure communication; and digital watermarking. Featuring contributions from active and leading research groups, this collection is ideal both as a reference work and as a 'recipe book' full of tried and tested, successful engineering applications.

Ambedkar

This book is useful for Teacher (TGT, PGT/J.B.T./N.T.T./ E.T.E./B.Ed./E.El.Ed. according to New Pattern of Examination

Introduction to Computer Science Using Python

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