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Computer Literacy BASICS Dec 30 2019 Bring your computer literacy course back to the BASICS. COMPUTER LITERACY BASICS: A COMPREHENSIVE GUIDE TO IC3 provides an introduction to computer concepts and skills, which maps to the newest Computing Core Certification (IC3) standards. Designed with new learners in mind, this text covers Computing Fundamentals, Key Applications, and Living Online everything your students need to be prepared to pass the IC3 exam, and finish the course as confident computer users. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Security in Computing Nov 20 2021

The Architecture of Computer Hardware, Systems Software, and Networking Jul 05 2020 The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in the computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

Computers and Technology in a Changing Society Jul 17 2021 This text provides a concise introduction to computer concepts as well as covering timely societal issues that accompany their use.

Invitation To Computer Science 4/e Jun 03 2020

Computer Organization and Design May 15 2021 The performance of software systems is dramatically affected by how well software designers understand the basic hardware technologies at work in a system. Similarly, hardware designers must understand the far-reaching effects their design decisions have on software applications. For readers in either category, this classic introduction to the field provides a look deep into the computer. It demonstrates the relationships between the software and hardware and focuses on the foundational concepts that are the basis for current computer design.

Computer Organization and Design Dec 22 2021 This best selling text on computer organization has been thoroughly updated to reflect the newest technologies. Examples highlight the latest processor designs, benchmarking standards, languages and tools. As with previous editions, a MIPs processor is the core used to present the fundamentals of hardware technologies at work in a computer system. The book presents an entire MIPS instruction set—instruction by instruction—the fundamentals of assembly language, computer arithmetic, pipelining, memory hierarchies and I/O. A new aspect of the third edition is the explicit connection between program performance and CPU performance. The authors show how hardware and software components--such as the specific algorithm, programming language, compiler, ISA and processor implementation--impact program performance. Throughout the book a new feature focusing on program performance describes how to search for

bottlenecks and improve performance in various parts of the system. The book digs deeper into the hardware/software interface, presenting a complete view of the function of the programming language and compiler--crucial for understanding computer organization. A CD provides a toolkit of simulators and compilers along with tutorials for using them. For instructor resources click on the grey "companion site" button found on the right side of this page. This new edition represents a major revision. New to this edition: * Entire Text has been updated to reflect new technology * 70% new exercises. * Includes a CD loaded with software, projects and exercises to support courses using a number of tools * A new interior design presents defined terms in the margin for quick reference * A new feature, "Understanding Program Performance" focuses on performance from the programmer's perspective * Two sets of exercises and solutions, "For More Practice" and "In More Depth," are included on the CD * "Check Yourself" questions help students check their understanding of major concepts * "Computers In the Real World" feature illustrates the diversity of uses for information technology *More detail below...

Computer Architecture May 27 2022 The computing world today is in the middle of a revolution: mobile clients and cloud computing have emerged as the dominant paradigms driving programming and hardware innovation today. The Fifth Edition of Computer Architecture focuses on this dramatic shift, exploring the ways in which software and technology in the cloud are accessed by cell phones, tablets, laptops, and other mobile computing devices. Each chapter includes two real-world examples, one mobile and one datacenter, to illustrate this revolutionary change. Updated to cover the mobile computing revolution Emphasizes the two most important topics in architecture today: memory hierarchy and parallelism in all its forms. Develops common themes throughout each chapter: power, performance, cost, dependability, protection, programming models, and emerging trends ("What's Next") Includes three review

appendices in the printed text. Additional reference appendices are available online. Includes updated Case Studies and completely new exercises.

How Computers Work Aug 06 2020 Includes Pentium III and MMX processors, fingerprint and voice recognition, notebook and palm computers, MP3 music and digital audio ..."

Computer Organization, Design, and Architecture, Fifth Edition Jun 27 2022 Suitable for a one- or two-semester undergraduate or beginning graduate course in computer science and computer engineering, Computer Organization, Design, and Architecture, Fifth Edition presents the operating principles, capabilities, and limitations of digital computers to enable the development of complex yet efficient systems. With 11 new sections and four revised sections, this edition takes students through a solid, up-to-date exploration of single- and multiple-processor systems, embedded architectures, and performance evaluation. See What's New in the Fifth Edition Expanded coverage of embedded systems, mobile processors, and cloud computing Material for the "Architecture and Organization" part of the 2013 IEEE/ACM Draft Curricula for Computer Science and Engineering Updated commercial machine architecture examples The backbone of the book is a description of the complete design of a simple but complete hypothetical computer. The author then details the architectural features of contemporary computer systems (selected from Intel, MIPS, ARM, Motorola, Cray and various microcontrollers, etc.) as enhancements to the structure of the simple computer. He also introduces performance enhancements and advanced architectures including networks, distributed systems, GRIDs, and cloud computing. Computer organization deals with providing just enough details on the operation of the computer system for sophisticated users and programmers. Often, books on digital systems' architecture fall into four categories: logic design, computer organization, hardware design, and system architecture. This book captures the important attributes of these four categories to present a comprehensive text that includes pertinent hardware, software, and system aspects.

Fundamentals of Computer Graphics Jan 23 2022 Drawing on an impressive roster of experts in the field, Fundamentals of Computer Graphics, Fourth Edition offers an ideal resource for computer course curricula as well as a user-friendly personal or professional reference. Focusing on geometric intuition, the book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization. It covers topics common to an introductory course, such as sampling theory, texture mapping, spatial data structure, and splines. It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts. Highlights of the Fourth Edition Include: Updated coverage of existing topics Major updates and improvements to several chapters, including texture mapping, graphics hardware, signal processing, and data structures A text now printed entirely in four-color to enhance illustrative figures of concepts The fourth edition of Fundamentals of Computer Graphics continues to provide an outstanding and comprehensive introduction

to basic computer graphic technology and theory. It retains an informal and intuitive style while improving precision, consistency, and completeness of material, allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film, game, or web designs. Key Features Provides a thorough treatment of basic and advanced topics in current graphics algorithms Explains core principles intuitively, with numerous examples and pseudo-code Gives updated coverage of the graphics pipeline, signal processing, texture mapping, graphics hardware, reflection models, and curves and surfaces Uses color images to give more illustrative power to concepts

A Gift of Fire Oct 20 2021 This timely revision will feature the latest Internet issues and provide an updated comprehensive look at social and ethical issues in computing from a computer science perspective.

Computer Organization Sep 26 2019

How Computers Work Mar 25 2022 Explains the structure and functions of microprocessors, hard drives, disk drives, tape drives, keyboards, CD-ROM, multimedia sound and video, serial ports, mice, modems, scanners, LANs, and printers.

Introduction to Information Systems Sep 06 2020 Rainer & Cegielski's new edition of Introduction to Information Systems: Enabling and Transforming Business includes updated coverage, refined cases, more illustrations, and a new "Weekly Updates" resource. Its concise chapters, many cases and examples, and online quizzing provide smooth and straightforward information and provide many hands-on activities. In general, the text is more engaging, compelling and relevant with a broader table of contents, pedagogically innovative structure, integrated activities, Excel and Access projects. The 5th Edition includes a new chapter on ERP, more emphasis placed on business processes and cloud computing, and videos of author lectures for each section of the text.

STRUCTURED COMPUTER ORGANIZATION Mar 01 2020

Ethics and Technology Nov 28 2019 Ethics and Technology, 5th Edition, by Herman Tavani introduces students to issues and controversies that comprise the relatively new field of cyberethics. This text examines a wide range of cyberethics issues--from specific issues of moral responsibility that directly affect computer and information technology (IT) professionals to broader social and ethical concerns that affect each of us in our day-to-day lives. The 5th edition shows how modern day controversies created by emerging technologies can be analyzed from the perspective of standard ethical concepts and theories.

The Internet Book Nov 08 2020 The Internet Book, Fifth Edition explains how computers communicate, what the Internet is, how the Internet works, and what services the Internet offers. It is designed for readers who do not have a strong technical background — early chapters clearly explain the terminology and concepts needed to understand all the services. It helps the reader to understand the technology behind the Internet, appreciate how the Internet can be used, and discover why people find it so exciting. In addition, it explains the origins of the Internet and shows the reader how rapidly

it has grown. It also provides information on how to avoid scams and exaggerated marketing claims. The first section of the book introduces communication system concepts and terminology. The second section reviews the history of the Internet and its incredible growth. It documents the rate at which the digital revolution occurred, and provides background that will help readers appreciate the significance of the underlying design. The third section describes basic Internet technology and capabilities. It examines how Internet hardware is organized and how software provides communication. This section provides the foundation for later chapters, and will help readers ask good questions and make better decisions when salespeople offer Internet products and services. The final section describes application services currently available on the Internet. For each service, the book explains both what the service offers and how the service works. About the Author Dr. Douglas Comer is a Distinguished Professor at Purdue University in the departments of Computer Science and Electrical and Computer Engineering. He has created and enjoys teaching undergraduate and graduate courses on computer networks and Internets, operating systems, computer architecture, and computer software. One of the researchers who contributed to the Internet as it was being formed in the late 1970s and 1980s, he has served as a member of the Internet Architecture Board, the group responsible for guiding the Internet's development. Prof. Comer is an internationally recognized expert on computer networking, the TCP/IP protocols, and the Internet, who presents lectures to a wide range of audiences. In addition to research articles, he has written a series of textbooks that describe the technical details of the Internet. Prof. Comer's books have been translated into many languages, and are used in industry as well as computer science, engineering, and business departments around the world. Prof. Comer joined the Internet project in the late 1970s, and has had a high-speed Internet connection to his home since 1981. He wrote this book as a response to everyone who has asked him for an explanation of the Internet that is both technically correct and easily understood by anyone. An Internet enthusiast, Comer displays INTRNET on the license plate of his car.

Encyclopedia of Information Science and Technology May 03 2020 "This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

Building a PC For Dummies Feb 09 2021 Shows tech hobbyists how to build the perfect PC, whether they want to create the ultimate gaming machine or combine new and recycled parts to construct an inexpensive computer for a child The do-it-yourself craze is sweeping through the tech community, and this guide is now significantly revised and updated to cover the wide array of new hardware and accessories available Step-by-step instructions and dozens of photos walk first-time computer builders through the entire process, from building the foundation, and adding a processor and RAM, to installing a video card, configuring a hard drive, hooking up CD and DVD drives, adding a modem, and troubleshooting problems

Computer Vision Jan 29 2020 Computer Vision: Principles, Algorithms,

Applications, Learning (previously entitled Computer and Machine Vision) clearly and systematically presents the basic methodology of computer vision, covering the essential elements of the theory while emphasizing algorithmic and practical design constraints. This fully revised fifth edition has brought in more of the concepts and applications of computer vision, making it a very comprehensive and up-to-date text suitable for undergraduate and graduate students, researchers and R&D engineers working in this vibrant subject. See an interview with the author explaining his approach to teaching and learning computer vision - http://scitechconnect.elsevier.com/computer-vision/ Three new chapters on Machine Learning emphasise the way the subject has been developing; Two chapters cover Basic Classification Concepts and Probabilistic Models; and the The third covers the principles of Deep Learning Networks and shows their impact on computer vision, reflected in a new chapter Face Detection and Recognition. A new chapter on Object Segmentation and Shape Models reflects the methodology of machine learning and gives practical demonstrations of its application. In-depth discussions have been included on geometric transformations, the EM algorithm, boosting, semantic segmentation, face frontalisation, RNNs and other key topics. Examples and applications—including the location of biscuits, foreign bodies, faces, eyes, road lanes, surveillance, vehicles and pedestrians—give the 'ins and outs' of developing real-world vision systems, showing the realities of practical implementation. Necessary mathematics and essential theory are made approachable by careful explanations and well-illustrated examples. The 'recent developments' sections included in each chapter aim to bring students and practitioners up to date with this fast-moving subject. Tailored programming examples—code, methods, illustrations, tasks, hints and solutions (mainly involving MATLAB and C++)

Biomedical Informatics Aug 18 2021 This 5th edition of this essential textbook continues to meet the growing demand of practitioners, researchers, educators, and students for a comprehensive introduction to key topics in biomedical informatics and the underlying scientific issues that sit at the intersection of biomedical science, patient care, public health and information technology (IT). Emphasizing the conceptual basis of the field rather than technical details, it provides the tools for study required for readers to comprehend, assess, and utilize biomedical informatics and health IT. It focuses on practical examples, a guide to additional literature, chapter summaries and a comprehensive glossary with concise definitions of recurring terms for self-study or classroom use. Biomedical Informatics: Computer Applications in Health Care and Biomedicine reflects the remarkable changes in both computing and health care that continue to occur and the exploding interest in the role that IT must play in care coordination and the melding of genomics with innovations in clinical practice and treatment. New and heavily revised chapters have been introduced on human-computer interaction, mHealth, personal health informatics and precision medicine, while the structure of the other chapters has undergone

extensive revisions to reflect the developments in the area. The organization and philosophy remain unchanged, focusing on the science of information and knowledge management, and the role of computers and communications in modern biomedical research, health and health care.

Peter Norton's Computing Fundamentals Jul 25 2019 Peter Norton's Computing Fundamentals 5th Edition is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an. Overview of computers, input methods and output devices, . processing data, storage devices, operating systems, software, . networking, Internet resources, and graphics. .

Principles of Computer Security, Fourth Edition Aug 25 2019 Written by leading information security educators, this fully revised, full-color computer security textbook covers CompTIA's fastest-growing credential, CompTIA Security+. Principles of Computer Security, Fourth Edition is a student-tested, introductory computer security textbook that provides comprehensive coverage of computer and network security fundamentals in an engaging and dynamic full-color design. In addition to teaching key computer security concepts, the textbook also fully prepares you for CompTIA Security+ exam SY0-401 with 100% coverage of all exam objectives. Each chapter begins with a list of topics to be covered and features sidebar exam and tech tips, a chapter summary, and an end-of-chapter assessment section that includes key term, multiple choice, and essay quizzes as well as lab projects. Electronic content includes CompTIA Security+ practice exam questions and a PDF copy of the book. Key features: CompTIA Approved Quality Content (CAQC) Electronic content features two simulated practice exams in the Total Tester exam engine and a PDF eBook Supplemented by Principles of Computer Security Lab Manual, Fourth Edition, available separately White and Conklin are two of the most well-respected computer security educators in higher education Instructor resource materials for adopting instructors include: Instructor Manual, PowerPoint slides featuring artwork from the book, and a test bank of questions for use as quizzes or exams Answers to the end of chapter sections are not included in the book and are only available to adopting instructors Learn how to: Ensure operational, organizational, and physical security Use cryptography and public key infrastructures (PKIs) Secure remote access, wireless networks, and virtual private networks (VPNs) Authenticate users and lock down mobile devices Harden network devices, operating systems, and applications Prevent network attacks, such as denial of service, spoofing, hijacking, and password guessing Combat viruses, worms, Trojan horses, and rootkits Manage e-mail, instant messaging, and web security Explore secure software development requirements Implement disaster recovery and business continuity measures Handle computer forensics and incident response Understand legal, ethical, and privacy issues

Peter Norton's Introduction to Computers Aug 30 2022 Peter Norton is a pioneering software developer and author. Norton's desktop for

windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.': A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

Computer Science Apr 25 2022 This book provides an approach to the understanding of Computer Science to the level required for GCE Advanced. The new edition has greater emphasis on computing driven by end-users, mostly involving networked PC's running standard packaged software, and there is new material on the Internet and RAD. Student self-test questions and longer examination type questions are featured, and there are end-of-chapter glossary checklists and points to note.

The Essentials of Computer Organization and Architecture Jun 15 2021 Updated and revised, The Essentials of Computer Organization and Architecture, Third Edition is a comprehensive resource that addresses all of the necessary organization and architecture topics, yet is appropriate for the one-term course.

The Computer Continuum Jul 29 2022 In most of the sciences, introductory college courses focus on concepts rather than their practical application, with the latter reserved for more advanced study. An exception to this has been the fields of information systems and computer science, in which instruction has tended to focus directly on the tools of the trade, such as the technical aspects of word processing, spreadsheets, and databases. The philosophy of The Computer Continuum, however,is to concentrate on the concepts of information systems and computer science, such as data representation, operating systems, programming languages, and algorithms. While each chapter includes sections on software applications, and laboratory manuals are available to go with the text, the "concepts approach" of The Computer Continuum gives it a value that will last well beyond the current generation of computer tools. It builds a lasting foundation of fundamental concepts to prepare graduates for the future. Primarily for use in undergraduate introductory computer concepts courses offered by departments of information systems or computer science, The Computer Continuum is equally appealing to liberal arts majors and computer science majors. The text material has been tested on more than 10,000 college students in both large and small classes, and most of the concepts as presented can be expected to remain current for years to come. Furthermore, simulation and the associated computer concepts introduced in Chapter 11, "Simulation: Modeling the Physical World," are the foundation for a new approach to computer science, in addition to the theoretical and experimental approaches.

Essential Introduction to Computers Sep 18 2021 The perfect coverage of essential computer concepts for a course geared towards application software. Topics include hardware, software,

communications, networks, the Internet, and covers information on how to purchase computers for personal use.

Computers for Seniors for Dummies Mar 13 2021 The first time I heard the term "computer crash," I started worrying about the challenge of mastering these machines. Frankly I had all the gear but little or no idea on how to even get started. With no accelerator, no brake, not even a steering wheel, how was I going to control and do something useful with this computer? It doesn't have to be that way as long as you have the proper instruction. Get your first computer driving lessons from Computers For Seniors For Dummies. The For Dummies team is known for making even the most difficult subjects easy - and fun - to master. In this book, you find the ideal road map for finding your way around a personal computer, your PC (learnt something new already!) for the first time. Using Computers For Seniors For Dummies, you discover how to set up and fine tune your PC. You find out how to use Windows Vista - the petrol for your machine. Then the fun really begins! You can surf the vast world of the Internet to do anything from catching up on the latest news to finding out about a new hobby. (Be sure to visit me at www.stirlingmoss.com!) You can put your photos on the computer and share them with friends and family. You can play games. You can play music. You can shop for anything and everything under the sun. You can send greetings and gifts and join in online discussions. You can plan your vacations and print maps to your destination so you can get there without a wrong turn! And if you run into trouble, Computers For Seniors For Dummies has a repair shop - a section on working out and fixing the problem. Computers open up a great world of possibilities. You should be a part of it. With Computers For Seniors For Dummies, you have the power to participate in that world. If I can learn to drive a computer, although I still have my "L" plates on, so can you! Lose your fear and take control of your new machine with Computers For Seniors For Dummies - the book that is easy and fun to use and prepared especially for you.

Introduction to Computers Jun 23 2019 Get ready to learn about today's digital world with Essential Introduction to Computers. This concise text provides a visually-engaging introduction to the most current information on computers and technology. Students will gain an understanding of the essential computer concepts they need to know to help them be successful in today's computing world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Log On To Computers – 7 Apr 13 2021 LOG ON TO COMPUTERS series consists of ten thoroughly revised and updated textbooks for classes 1–10. The books aim to help students master the use of various types of software and IT tools. The books have been designed to keep pace with the latest technologies and the interests of the 21st century learners. The series is based on Windows 7 and MS Office 2010 and adopts an interactive approach to teach various concepts related to Computer Science. The books for classes 1–5 focus on the basics of computers, Windows, MS Office, OpenSource software and

programming language LOGO. However, the books for classes 6–8 encourage students to experience and explore more about programming languages like QBasic, HTML and Visual Basic, application software such as Photoshop, Flash and MS Office. The ebook version does not contain CD.

Computer Organization and Design RISC-V Edition Apr 01 2020 The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples, exercises, and material highlighting the emergence of mobile computing and the cloud

Computer Science Illuminated Nov 01 2022 Revised and updated with the latest information in the field, the Fifth Edition of best-selling Computer Science Illuminated continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher.

Computers For Seniors For Dummies, 5th Edition (16pt Large Print Edition) Oct 08 2020 What the book covers: Computers For Seniors For Dummies, 5E covers the basic information for new over-50 computer owners, and for those new to the Windows 10 OS (Anniversary Edition), who need a gentle, hand-holding, step-by-step approach to getting started. Series features: This bestselling title uses a larger font and large figures to make the book easy to read. The books assumes no prior information and starts with showing how the various parts connect together, how to turn the computer on, how to use the keyboard and mouse, finding your way around the new Windows 10 operating system, using the internet for shopping, social networking, finding recipes and diet tips, emailing friends and family, researching, online safety, understanding files and folders, and so on. General layout: Â Â Â Â Â Chapter openers present the tasks covered with associated page numbers to help readers find material fast Â Â Â Â Â The format allows flexibility for presenting material in a larger size

Â Â Â Â Â Minimal front matter Â Â Â Â Â No extraneous elements such as sidebars and text on parts pages Â Â Â Â Â Short introduction with standard headings

Peter Norton's Essential Concepts Jan 11 2021 The most concise coverage of computer concepts in just four chapters. This text provides a solid introduction for an applications oriented course.

Computer Networks Sep 30 2022 Appropriate for Computer Networking or Introduction to Networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media.

Computer Systems Feb 21 2022 Computer Architecture/Software Engineering

Computer Networks Oct 27 2019 Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of

attention Free downloadable network simulation software and lab experiments manual available

Computer Crime Law Dec 10 2020 The second edition of Kerrs popular computer crimes text reflects the many new caselaw and statutory developments since the publication of the first edition in 2006. It also adds a new section on encryption that covers both Fourth Amendment and Fifth Amendment issues raised by its use to conceal criminal activity. Computer crime law will be an essential area for tomorrow's criminal law practitioners, and this book offers an engaging and user-friendly introduction to the field. It is part traditional casebook, part treatise: It both straightforwardly explains the law and presents many exciting and new questions of law that courts are only now beginning to consider. The book reflects the author's practice experience, as well: Orin Kerr was a computer crime prosecutor at the Justice Department for three years, and the book combines theoretical insights with practical tips for working with actual cases. No advanced knowledge of computers and the Internet is required or assumed This book covers every aspect of crime in the digital age. Topics range from Internet surveillance law and the Fourth Amendment to computer hacking laws and international computer crimes. More and more crimes involve digital evidence, and computer crime law will be an essential area for tomorrow's criminal law practitioners. Many U.S. Attorney's Offices have started computer crime units, as have many state Attorney General offices, and any student with a background in this emerging area of law will have a leg up on the competition. This is the first law school book dedicated entirely to computer crime law. The materials are authored entirely by Orin Kerr, a new star in the area of criminal law and Internet law who has recently published articles in the Harvard Law Review, Columbia Law Review, NYU Law Review, and Michigan Law Review. The book is filled with ideas for future scholarship, including hundreds of important questions that have never been addressed in the scholarly literature. The book reflects the author's practice experience, as well: Kerr was a computer crime prosecutor at the Justice Department for three years, and the book combines theoretical insights with practical tips for working with actual cases. Students will find it easy and fun to read, and professors will find it an angaging introduction to a new world of scholarly ideas. The book is ideally suited either for a 2-credit seminar or a 3-credit course, and should appeal both to criminal law professors and those interested in cyberlaw or law and technology. No advanced knowledge of computers and the Internet is required or assumed.