

# contents

## **Chapter 0 Introduction 15**

- 0.1 The Role of Algorithms 16
- 0.2 The History of Computing 18
- 0.3 The Science of Algorithms 24
- 0.4 Abstraction 25
- 0.5 An Outline of Our Study 26
- 0.6 Social Repercussions 27

## **Chapter 1 Data Storage 33**

- 1.1 Bits and Their Storage 34
- 1.2 Main Memory 40
- 1.3 Mass Storage 43
- 1.4 Representing Information as Bit Patterns 49
- \*1.5 The Binary System 56
- \*1.6 Storing Integers 61
- \*1.7 Storing Fractions 67
- \*1.8 Data Compression 72
- \*1.9 Communication Errors 77

## **Chapter 2 Data Manipulation 87**

- 2.1 Computer Architecture 88
- 2.2 Machine Language 91
- 2.3 Program Execution 97
- \*2.4 Arithmetic/Logic Instructions 104
- \*2.5 Communicating with Other Devices 108
- \*2.6 Other Architectures 114

*\*Asterisks indicate suggestions for optional sections*

## **Chapter 3   Operating Systems   123**

- 3.1 The History of Operating Systems   124
- 3.2 Operating System Architecture   128
- 3.3 Coordinating the Machine's Activities   136
- \*3.4 *Handling Competition Among Processes*   139
- 3.5 Security   144

## **Chapter 4   Networking and the Internet   153**

- 4.1 Network Fundamentals   154
- 4.2 The Internet   163
- 4.3 The World Wide Web   172
- \*4.4 Internet Protocols   181
- 4.5 Security   187

## **Chapter 5   Algorithms   201**

- 5.1 The Concept of an Algorithm   202
- 5.2 Algorithm Representation   205
- 5.3 Algorithm Discovery   212
- 5.4 Iterative Structures   218
- 5.5 Recursive Structures   228
- 5.6 Efficiency and Correctness   236

## **Chapter 6   Programming Languages   253**

- 6.1 Historical Perspective   254
- 6.2 Traditional Programming Concepts   262
- 6.3 Procedural Units   274
- 6.4 Language Implementation   282
- 6.5 Object-Oriented Programming   290
- \*6.6 Programming Concurrent Activities   297
- \*6.7 Declarative Programming   300

## **Chapter 7   Software Engineering   313**

- 7.1 The Software Engineering Discipline   314
- 7.2 The Software Life Cycle   316
- 7.3 Software Engineering Methodologies   320
- 7.4 Modularity   322
- 7.5 Tools of the Trade   330
- 7.6 Quality Assurance   338
- 7.7 Documentation   342
- 7.8 The Human-Machine Interface   343
- 7.9 Software Ownership and Liability   346

## **Chapter 8 Data Abstractions 355**

- 8.1 Basic Data Structures 356
- 8.2 Related Concepts 359
- 8.3 Implementing Data Structures 362
- 8.4 A Short Case Study 376
- 8.5 Customized Data Types 381
- \*8.6 Classes and Objects 385
- \*8.7 Pointers in Machine Language 386

## **Chapter 9 Database Systems 397**

- 9.1 Database Fundamentals 398
- 9.2 The Relational Model 403
- \*9.3 Object-Oriented Databases 414
- \*9.4 Maintaining Database Integrity 416
- \*9.5 Traditional File Structures 420
- 9.6 Data Mining 428
- 9.7 Social Impact of Database Technology 430

## **Chapter 10 Computer Graphics 439**

- 10.1 The Scope of Computer Graphics 440
- 10.2 Overview of 3D Graphics 442
- 10.3 Modeling 444
- 10.4 Rendering 453
- \*10.5 Dealing with Global Lighting 463
- 10.6 Animation 466

## **Chapter 11 Artificial Intelligence 475**

- 11.1 Intelligence and Machines 476
- 11.2 Perception 481
- 11.3 Reasoning 487
- 11.4 Additional Areas of Research 498
- 11.5 Artificial Neural Networks 503
- 11.6 Robotics 511
- 11.7 Considering the Consequences 514

## **Chapter 12 Theory of Computation 523**

- 12.1 Functions and Their Computation 524
- 12.2 Turing Machines 526
- 12.3 Universal Programming Languages 530
- 12.4 A Noncomputable Function 536
- 12.5 Complexity of Problems 541
- \*12.6 Public-Key Cryptography 550

## **Appendixes 559**

- A ASCII 561
- B Circuits to Manipulate Two's Complement Representations 562
- C A Simple Machine Language 565
- D High-Level Programming Languages 567
- E The Equivalence of Iterative and Recursive Structures 569
- F Answers to Questions & Exercises 571

## **Index 611**