NEW

Pearson

Introduction to Data Mining
Edition 2

Tan / Steinbach / Kumar / Karpatne

Binding Paper Bound with Access Card | **Page Count** 864

Introduction to Data Mining, Second Edition, is intended for use in the Data Mining course.

Introduction to Data Mining presents fundamental concepts and algorithms for those learning data mining for the first time. Each concept is explored thoroughly and supported with numerous examples. The text requires only a modest background in mathematics. Each major topic is organized into two chapters, beginning with basic concepts that provide necessary background for understanding each data mining technique, followed by more advanced concepts and algorithms.

This program will provide a better teaching and learning experience for you and your students. It will help present fundamental concepts and algorithms. Written for the beginner, this text provides both theoretical and practical coverage of all data mining topics.

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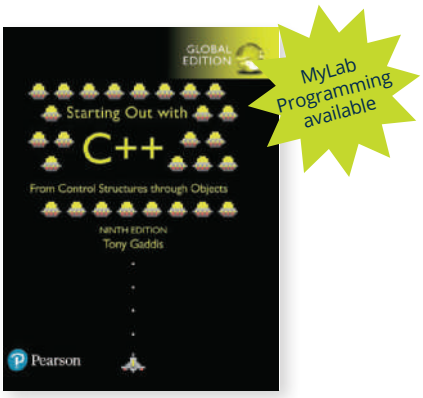
ISBN 9780273769224 | **PUB Date** 5/10/2019



Starting Out with C++ from Control Structures to Objects, Global Edition
Edition 9

Gaddis

Binding Paper Bound with Access Card | **Page Count** 1344

Starting Out with C++: From Control Structures through Objects covers control structures, functions, arrays, and pointers before objects and classes in Tony Gaddis's hallmark accessible, step-by-step presentation. His books help beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the C++ programming language by presenting all the details needed to understand the "how" and the "why"–but never losing sight of the fact that most beginners struggle with this material. His approach is gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter.

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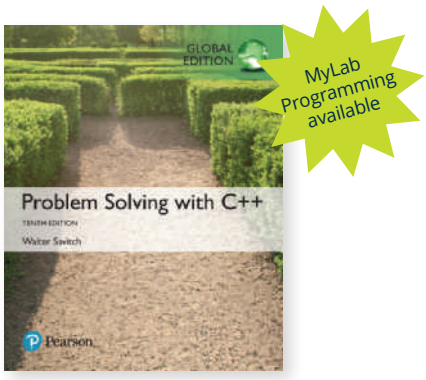
ISBN 9781292222332 | **PUB Date** 8/27/2018



Problem Solving with C++
Edition 10

Savitch

Binding Paper Bound with Access Card | **Page Count** 1120

ISBN 9781292222820 | **PUB Date** 11/20/2017

For courses in C++ introductory programming.

Now in its 10th Edition, Problem Solving with C++ is written for the beginning programmer. The text cultivates strong problem-solving skills and programming techniques as it introduces students to the C++ programming language. Author Walt Savitch's approach to programming emphasizes active reading through the use of well-placed examples and self-tests, while flexible coverage means instructors can easily adapt the order of chapters and sections to their courses without sacrificing continuity. Savitch's clear, concise style is a hallmark feature of the text, receiving praise from students and instructors alike, and is supported by a suite of tried-and-true pedagogical tools. The 10th Edition includes ten new Programming Projects, along with new discussions and revisions.

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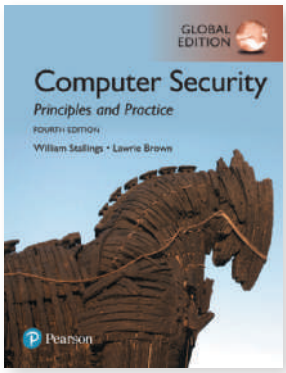

Computer Security: Principles and Practice Edition 4

Stallings / Brown

Binding Paper Bound with Access Card | **Page Count** 800

ISBN 9781292220611 | **PUB Date** 11/16/2017

For courses in computer/network security.

Computer Security: Principles and Practice, 4th Edition, is ideal for courses in Computer/Network Security. The need for education in computer security and related topics continues to grow at a dramatic rate and is essential for anyone studying Computer Science or Computer Engineering. Written for both an academic and professional audience, the 4th Edition continues to set the standard for computer security with a balanced presentation of principles and practice. The new edition captures the most up-to-date innovations and improvements while maintaining broad and comprehensive coverage of the entire field. The extensive offering of projects provides students with hands-on experience to reinforce concepts from the text. The range of supplemental online resources for instructors provides additional teaching support for this fast-moving subject.

The new edition covers all security topics considered Core in the ACM/IEEE Computer Science Curricula 2013, as well as subject areas for CISSP (Certified Information Systems Security Professional) certification. This textbook can be used to prep for CISSP Certification and is often referred to as the when it comes to information security certification. The text provides in-depth coverage of Computer Security, Technology and Principles, Software Security, Management Issues, Cryptographic Algorithms, Internet Security and more.

Table of Contents

MyLab Programming available

Java: An Introduction to Problem Solving and Programming, Edition 8

Savitch

Binding Paper Bound with Access Card | **Page Count** 1056

For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business.

Ideal for a wide range of introductory computer science courses, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces students to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers.

Table of Contents

ISBN 9781292247472 | **PUB Date** 4/1/2018

MyLab Programming available

Java Software Solutions Edition 9

Lewis / Loftus

Binding Paper Bound with Access Card | **Page Count** 800

For courses in Java programming.

Java Software Solutions establishes a strong foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large real-world examples, the worldwide best-selling text emphasizes problem-solving and design skills and introduces students to the process of constructing high-quality software systems. The 9th Edition features a sweeping overhaul of Graphics Track coverage, to fully embrace the JavaFX API. This fresh approach enriches programmers' understandings of core object-oriented principles.

Table of Contents

ISBN 9781292221724 | **PUB Date** 4/2/2018

Java How To Program (Early Objects)
Edition 11

Deitel / Deitel

Binding Paper Bound with Access Card | **Page Count** 1296

ISBN 9781292223858 | **PUB Date** 9/3/2017

For courses in Java programming.

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Early Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics. Java How to Program, Late Objects, 11th Edition also is available.

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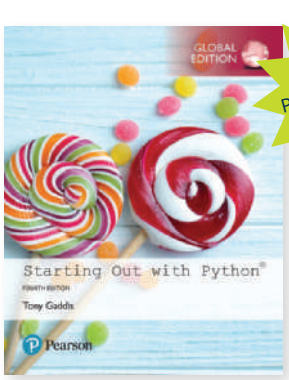

MyLab Programming available

Starting Out with Python, Edition 4

Gaddis

Binding Paper Bound with Access Card | **Page Count** 744

For courses in Python programming.

Starting Out with Python, 4th Edition, Tony Gaddis' accessible coverage introduces students to the basics of programming in a high-level language. Python, an easy-to-learn and increasingly popular object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs.

Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, focused explanations, and an abundance of exercises appear in every chapter.

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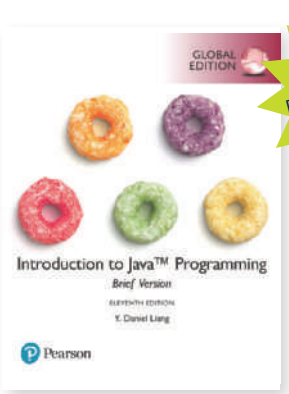
ISBN 9781292225753 | **PUB Date** 4/1/2018



MyLab Programming available

Intro to Java Programming, Brief Version, Global Edition Edition 11

Liang

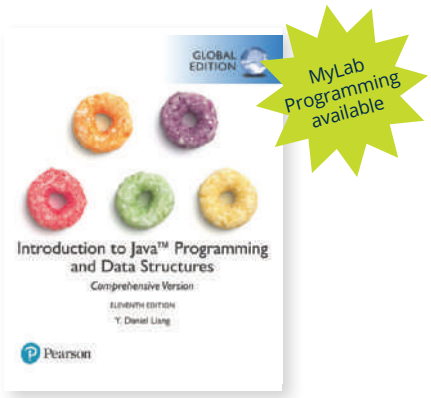
Binding Paper Bound with Access Card | **Page Count** 824

For courses in Java Programming.

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam.

Table of Contents

ISBN 9781292222035 | **PUB Date** 4/1/2018



Introduction to Java Programming and Data Structures, Comprehensive Version
Edition 11

Liang

Binding Paper Bound with Access Card | **Page Count** 1232

ISBN 9781292221878 | **PUB Date** 2/19/2018

This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam.

For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques.

Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises.

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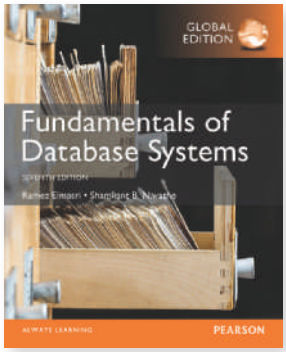

Fundamentals of Database Systems
Edition 7

Elmasri / Navathe

Binding Paper Bound with Access Card | **Page Count** 1272

ISBN 9781292097619 | **PUB Date** 2/19/2018

For database systems courses in computer science

This book introduces the fundamental concepts for designing, using, and implementing database systems and applications. It stresses the fundamentals of database modelng and design, the languages and models provided by the database management systems, and database system implementation techniques. The book is meant to be used as a textbook for a one- or two-semester course in database systems at the junior, senior, or graduate level, and as a reference book. It aims to provide an in-depth and up-to-date presentation of the most important aspects of database systems and applications, and related technologies. It is assumed that readers are familiar with elementary programming and data-structuring concepts and that they have had some exposure to the basics of computer organization.

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Absolute C++
Edition 6

Savitch / Mock

Binding Paper Bound with Access Card | **Page Count** 1008

For courses in computer programming for business and engineering.

Absolute C++ is a comprehensive introduction to the C++ programming language. The text is organized around the specific use of C++, providing students with an opportunity to master the language completely. Adaptable to a wide range of users, the text is appropriate for beginner to advanced programmers familiar with the C++ language. The Sixth Edition covers everything from basic syntax to more advanced topics, such as polymorphism, exception handling, and the Standard Template Library, making it ideal for both beginner and intermediate students.

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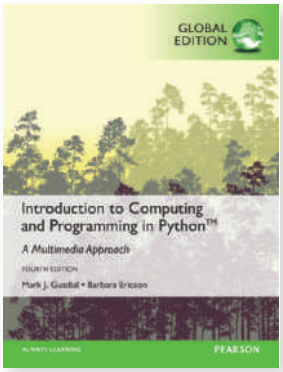
ISBN 9781292098593 | **PUB Date** 4/1/2018



Introduction to Computing and Programming in Python
Edition 4

Guzdial / Ericson

Binding Paperback | **Page Count** 528

For courses in computer programming with Python.

Introduction to Computing and Programming in Python is a uniquely researched and up-to-date volume that is widely recognized for its successful introduction to the subject of Media Computation. Emphasizing creativity, classroom interaction, and in-class programming examples, this text takes a bold and unique approach to computation that engages students and applies the subject matter to the relevancy of digital media. The 4th Edition teaches students to program in an effort to communicate via social computing outlets.

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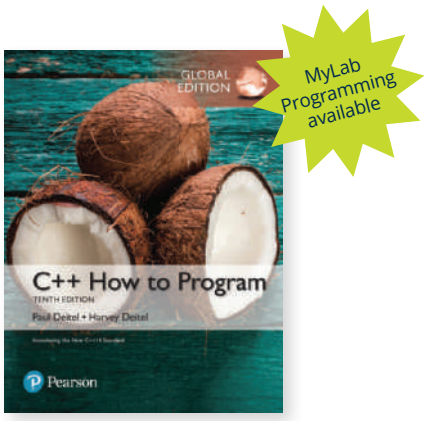
ISBN 9781292109862 | **PUB Date** 4/2/2018



C++ How to Program (Early Objects Version) Edition 10

Deitel / Deitel

Binding Paper Bound with Access Card | **Page Count** 1080

ISBN 9781292153346 | **PUB Date** 2/19/2018

For courses in C++ programming.

C++ How to Program is accessible to readers with little or no programming experience, yet comprehensive enough for the professional programmer. The Deitels' signature live-code approach presents the concepts in the context of full working programs followed by sample executions. The early objects approach gets readers thinking about objects immediately, allowing them to master the concepts. Emphasis is placed on achieving program clarity and building well-engineered software. Interesting, entertaining, and challenging exercises encourage students to make a difference and use computers and the Internet to work on problems. To keep readers up- to-date with leading-edge computing technologies, the Tenth Edition conforms to the C++11 standard and the new C++14 standard.

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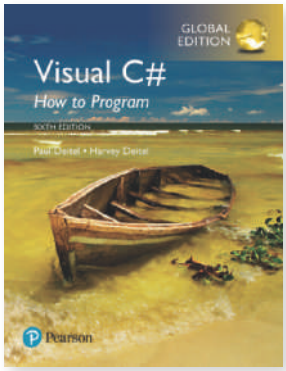

Visual C# How to Program
Edition 6

Deitel / Deitel

Binding Paper Bound with Access Card | **Page Count** 1056

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1. Introduction to Computers, the Internet and Visual C#
2. Introduction to Visual Studio and Visual Programming
3. Introduction to C# App Programming
4. Introduction to Classes, Objects, Methods and strings
5. Algorithm Development and Control Statements: Part 1
6. Control Statements: Part 2
7. Methods: A Deeper Look
8. Arrays; Introduction to Exception Handling
9. Introduction to LINQ and the List Collection
10. Classes and Objects: A Deeper Look
11. Object-Oriented Programming: Inheritance
12. OOP: Polymorphism and Interfaces
13. Exception Handling: A Deeper Look
14. Graphical User Interfaces with Windows Forms: Part 1
15. Graphical User Interfaces with Windows Forms: Part 2
16. Strings and Characters: A Deeper Look
17. Files and Streams
18. Searching and Sorting
19. Custom Linked Data Structures
20. Generics
21. Generic Collections; Functional Programming with LINQ/PLINQ
22. Databases and LINQ
23. Asynchronous Programming with async and await

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B Simple Types
C ASCII Character Set
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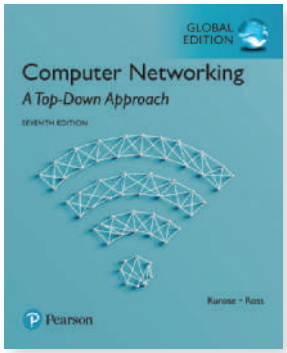
XML and LINQ to XML
Universal Windows Platform (UWP) GUI, Graphics, Multimedia and XAML
REST Web Services
Cloud Computing with Microsoft Azure™
Windows Presentation Foundation (WPF) GUI, Graphics, Multimedia and XAML
ATM Case Study, Part 1: Object-Oriented Design with the UML
ATM Case Study, Part 2: Implementing an Object- Oriented Design in C#
Using the Visual Studio Debugger

ISBN 9781292153469 | **PUB Date** 4/1/2018



Computer Networking: A Top-Down Approach
Edition 7

Kurose / Ross

Binding Paper Bound with Access Card | **Page Count** 856

For courses in networking/communications

The 7th Edition of the popular Computer Networking: A Top Down Approach builds on the author's long tradition of teaching this complex subject through a layered approach in a "top-down manner." The text works its way from the application layer down toward the physical layer, motivating students by exposing them to important concepts early in their study of networking. Focusing on the Internet and the important issues of networking, this text provides an excellent foundation for students in computer science and electrical engineering, without requiring extensive knowledge of programming or mathematics.

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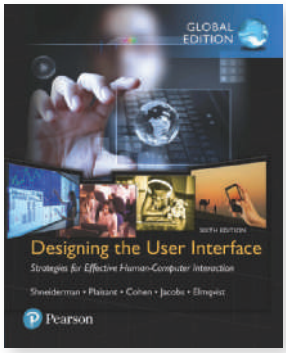
Computer Networks and the Internet
Application Layer
Transport Layer
The Network Layer: Data Plane
The Network Layer: Control Plane
The Link Layer: Links, Access Networks, and LANs
Wireless and Mobile Networks
Security in Computer Networks
Multimedia Networking

ISBN 9781292153599 | **PUB Date** 4/2/2018



Designing the User Interface: Strategies for Effective Human-Computer Interaction
Edition 6

Shneiderman / Plaisant / Cohen / Jacobs / Elmqvist / Diakopoulos

Binding Paper Bound with Access Card | **Page Count** 624

ISBN 9781292153919 | **PUB Date** 4/1/2018

For courses in human-computer interaction.

The 6th Edition of Designing the User Interface provides a comprehensive, authoritative, and up-to-date introduction to the dynamic field of human-computer interaction (HCI) and user experience (UX) design. The book covers theoretical foundations and design processes such as expert reviews and usability testing.

By presenting current research and innovations in HCI, the authors strive to inspire students, guide designers, and provoke researchers to seek solutions that improve the experiences of novice and expert users, while achieving universal usability.

Updates include current HCI design methods, new design examples, totally revamped coverage of social media, search and voice interaction, major revisions to chapter content, figures, and updates to references.

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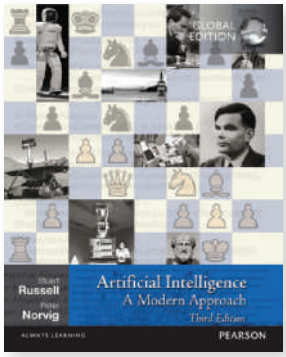

Artificial Intelligence: A Modern Approach
Edition 3

Russell / Norvig

Binding paper | **Page count** 1152

ISBN 9781292153964 | **PUB Date** 4/1/2018

For one or two-semester, undergraduate or graduate-level courses in Artificial Intelligence.

The long-anticipated revision of this best-selling text offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence.

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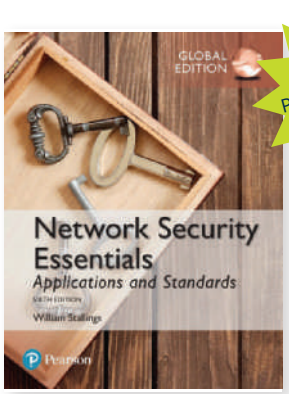

MyLab Programming available

Network Security Essentials: Applications and Standards
Edition 6

Stallings

Binding Paper Bound with Access Card | **Page Count** 464

For courses in corporate, computer and network security.

Network Securities Essentials: Applications and Standards introduces students to the critical importance of internet security in our age of universal electronic connectivity. Amidst viruses, hackers, and electronic fraud, there is a heightened need among organizations and individuals to protect data and resources from disclosure, guarantee their authenticity, and safeguard systems from network-based attacks.

The 6th Edition covers the expanding developments in the cryptography and network security disciplines, giving students a practical survey of applications and standards. The text places emphasis on applications widely used for Internet and corporate networks, as well as extensively deployed internet standards.

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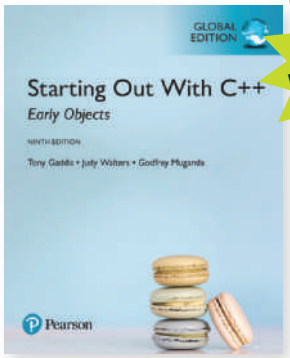
ISBN 9781292154855 | **PUB Date** 4/1/2018



MyLab Programming available

Starting Out with C++: Early Objects
Edition 9

Gaddis / Walters / Muganda

Binding Paper Bound with Access Card | **Page Count** 1272

For a two-term, three-term, or accelerated one- term course in C++ programming.

Starting Out with C++: Early Objects 9th Edition introduces the fundamentals of C++ to novices and experienced students alike. In clear, easy-to-understand terms, the text introduces all of the necessary topics for beginning C++ programmers. Real-world examples allow students to apply their knowledge in understanding how, why, and when to implement the features of C++. The text is organized in a progressive, step-by-step fashion that allows for flexibility.

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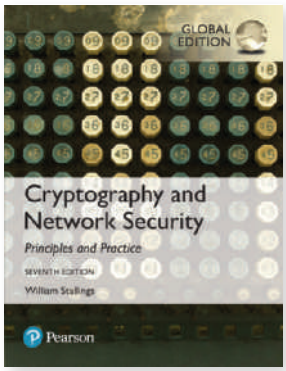
ISBN 9781292157276 | **PUB Date** 4/1/2018

The full catalogue and instructor resources are available online
catalogue.pearsoned.co.uk/educator/catalog



Cryptography and Network Security: Principles and Practice
Edition 7

Stallings

Binding Paper Bound with Access Card | **Page Count** 768

For courses in cryptography, computer security, and network security.

Stallings' Cryptography and Network Security, 7th Edition, introduces students to the compelling and evolving field of cryptography and network security. In an age of viruses and hackers, eavesdropping, and electronic fraud on a global scale, security is paramount. The book provides a practical survey of both the principles and practice of cryptography and network security. The first part of the book explores the basic issues to be addressed by a network security capability. The latter part of the book deals with the practice of network security.

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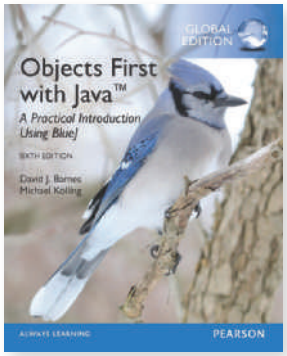
1. Computer and Network Security Concepts
2. Introduction to Number Theory
3. Classical Encryption Techniques
4. Block Ciphers and the Data Encryption Standard
5. Finite Fields
6. Advanced Encryption Standard
7. Block Cipher Operation
8. Random Bit Generation and Stream Ciphers
9. Public-Key Cryptography and RSA
10. Other Public-Key Cryptosystems
11. Cryptographic Hash Functions
12. Message Authentication Codes
13. Digital Signatures
14. Key Management and Distribution
15. User Authentication Protocols
16. Network Access Control and Cloud Security
17. Transport-Level Security
18. Wireless Network Security
19. Electronic Mail Security
20. IP Security

Appendix A Projects for Teaching Cryptography and Network Security

Appendix B Sage Examples

ISBN 9781292158587 | **PUB Date** 4/1/2018



Objects First with Java: A Practical Introduction Using BlueJ
Edition 6

Barnes

Binding Paper Bound with Access Card | **Page Count** 664

An introduction to object-oriented programming for beginners

Objects First with Java: A Practical Introduction focuses on general object-oriented and programming concepts from a software engineering perspective.

The Java programming language and BlueJ—the Java development environment—are the two tools used in the book.

Table of Contents

Part 1: Foundations of object orientation
1. Objects and classes
2. Understanding class definitions
3. Object interaction
4. Grouping objects
5. Functional Processing of Collections (Advanced)
6. More-sophisticated behavior
7. Fixed-size collections – arrays
8. Designing classes
9. Well-behaved objects

Part 2: Application structures
10. Improving structure with inheritance
11. More about inheritance
12. Further abstraction techniques
13. Building graphical user interfaces
14. Handling errors
15. Designing applications
16. A case study

Appendices
A Working with a BlueJ project
B Java data types
C Operators
D Java control structures
E Running Java without BlueJ
F Using the debugger
G Unit unit-testing tools
H Teamwork tools
I Javadoc
J Program style guide
K Important library classes

ISBN 9781292159041 | **PUB Date** 4/1/2018

MyLab Programming available

Building Java Programs: A Back to Basics Approach
Edition 4

Reges / Stepp

Binding Paper Bound with Access Card | **Page Count** 1224

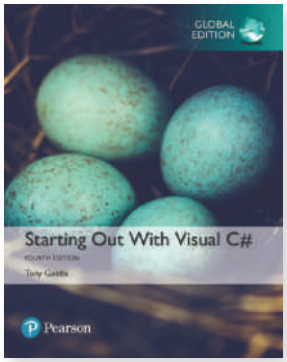
For courses in Java programming

Newly revised and updated, Building Java Programs: A Back to Basics Approach 4th Edition uses a layered strategy to introduce Java programming and overcome the high failure rates common in introductory computer science courses. The authors' proven and class-tested "back to basics" approach introduces programming fundamentals first, with new syntax and concepts added over multiple chapters. Object- oriented programming is discussed only once students have developed a basic understanding of Java programming.

Previous editions have established the text's reputation as an excellent choice for two-course sequences in introductory computer science, and new material in the 4th Edition incorporates concepts related to Java 8, functional programming, and image manipulation.

Table of Contents

ISBN 9781292161686 | **PUB Date** 4/1/2018



Starting Out with Visual C#
Edition 4

Gaddis

Binding Paper Bound with Access Card | **Page Count** 792

For courses in introductory C# programming

Clear, friendly, and approachable, Starting Out With Visual C# 4th Edition is an ideal beginning text for students with no programming experience. Detailed walk-throughs and a readable, comprehensible style make the text inviting to new programmers, while practical example programs highlight the most important programming topics. Gaddis's detailed, step-by-step instructions teach a GUI-based approach that motivates students with familiar graphical elements.

Topics are examined progressively in each chapter, with objects taught before classes. The 4th Edition has been completely updated for Visual Studio 2015 and contains new sections on debugging, accessing controls on different forms, and auto-properties.

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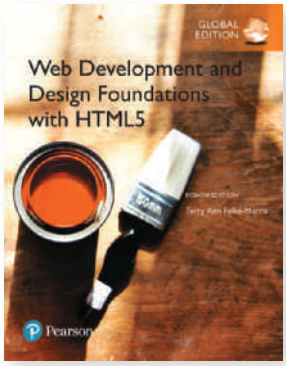
ISBN 9781292163215 | **PUB Date** 2/25/2018

The full catalogue and instructor resources are available online
catalogue.pearsoned.co.uk/educator/catalog



Web Development and Design Foundations with HTML5
Edition 8

Felke-Morris

Binding Paper Bound with Access Card | **Page Count** 720

For courses in web development and design

Updated and expanded in this 8th Edition, Web Development and Design Foundations with HTML5 presents a comprehensive introduction to the development of effective web sites. Intended for beginning web development courses, the text relates both the necessary hard skills (such as HTML5, CSS, and JavaScript) and soft skills (design, e-commerce, and promotion strategies) considered fundamental to contemporary web development. An emphasis on hands-on practice guides students, as the text introduces topics ranging from configuration and layout to accessibility techniques and ethical considerations. The 8th Edition contains updated coverage of HTML5 and CSS, expanded coverage of designing for mobile devices, and more.

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1. Introduction to the Internet and World Wide Web
2. HTML Basics
3. Configuring Color and Text with CSS
4. Visual Elements and Graphics
5. Web Design
6. Page Layout
7. More on Links, Layout, and Mobile
8. Tables
9. Forms
10. Web Development
11. Web Multimedia and Interactivity
12. E-Commerce Overview
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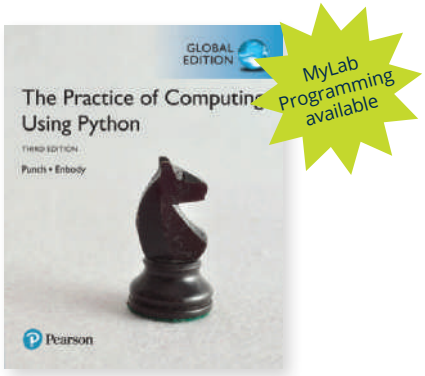
14. A Brief Look at JavaScript and jQuery

ISBN 9781292164076 | **PUB Date** 4/1/2018



The Practice of Computing Using Python
Edition 3

Punch / Enbody

Binding Paperback | **Page Count** 912

For courses in Python programming

Practice of Computing Using Python 3rd Edition introduces both majors and nonmajors taking CS1 courses to computational thinking using Python, with a strong emphasis on problem solving through computer science. The authors have chosen Python for its simplicity, powerful built-in data structures, advanced control constructs, and practicality. The text is built from the ground up for Python programming, rather than having been translated from Java or C++.

Focusing on data manipulation and analysis, the text allows students to work on real problems using Internet-sourced or self-generated data sets that represent their own work and interests. The authors also emphasize program development and provide both majors and nonmajors with a practical foundation in programming.

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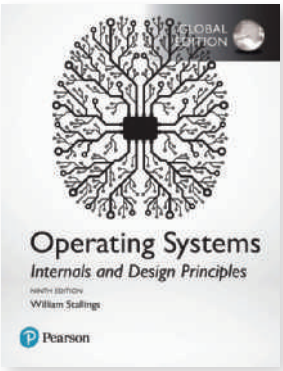

Operating Systems: Internals and Design Principles
Edition 9

Stallings

Binding Paper Bound with Access Card | **Page Count** 912

Intended for use in a one- or two-semester undergraduate course in operating systems for computer science, computer engineering, and electrical engineering majors

Operating Systems: Internals and Design Principles provides a comprehensive and unified introduction to operating systems topics. Stallings emphasizes both design issues and fundamental principles in contemporary systems and gives readers a solid understanding of the key structures and mechanisms of operating systems. He discusses design trade-offs and the practical decisions affecting design, performance and security. The book illustrates and reinforces design concepts and ties them to real-world design choices through the use of case studies in Linux, UNIX, Android, and Windows 8.

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ISBN 9781292214290 | **PUB Date** 4/1/2018

Computer Science: An Overview
Edition 13

Brookshear / Brylow

Binding Paperback | **Page Count** 736

For the Introduction to Computer Science course

A broad exploration of computer science–with the depth needed to understand concepts

Computer Science: An Overview provides a bottom-up, concrete-to-abstract foundation that students can build upon to see the relevance and interrelationships of future computer science courses. Its comprehensive coverage and clear language are accessible to students from all backgrounds, encouraging a practical and realistic understanding.

More than 1,000 questions and exercises, Chapter Review Problems, and Social Issues questions reinforce core concepts. The 13th Edition continues its focus on Python to provide programming tools for exploration and experimentation. A new full-color design reflects the use of color in most modern programming interfaces to aid the programmer's understanding of code. Syntax coloring is now used more effectively for clarifying code and pseudocode segments in the text, and many figures and diagrams are now rendered more descriptively.

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ISBN 9781292263427 | **PUB Date** 3/23/2018

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