

Foundations Of Computer Science C Edition Principles Of Computer Science Series

The interplay of syntax and semantics in mathematics, logic and computer science; The language of set theory and common operations on sets, including infinite sets; Functions and relations as fundamental structures in computer science; Logical systems and the concept of formal proof
Foundations of Computer Science: C Edition Alfred V. Aho, Jeffrey D. Ullman Aho and Ullman have created a C version of their groundbreaking text. As in that text, this book combines the theoretical foundations of computing with essential discrete mathematics.

As the introductory course of the Computer Science Tripos, it caters to students from all backgrounds. To those who have had no programming experience, it will be comprehensible; to those experienced in languages such as C, it will attempt to correct any bad habits that they have learnt.

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The book was written based on Stanford uni course notes from the course CS109 - Introduction to Computer Science and is really meant as a way to provide a solid foundation for further study. Here's a chapter list #1 Computer Science: The Mechanization of Abstraction #2 Iteration, Induction and Recursion #3 The Running Time of Programs

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Overview. Introduction to solving computational problems, including the fundamentals of computer programming. Topics include imperative programming constructs (variables, loops, conditionals, functions, recursion), basic object-oriented constructs (classes, objects), and some fundamental algorithms and data structures (dictionaries, arrays, linked lists).

~~GSCI 150 — Foundations of Computer Science~~

There are several foundations upon which the field of computer science are built. These foundations of computer science include algorithms, programming methodology and languages, data and symbol computation and analysis, and computer elements and hardware. C++ is a commonly used computer programming language.

~~What are the Foundations of Computer Science? (with pictures)~~

A basic concept in computer science is that large systems can only be understood in levels, with each level further subdivided into functions or services of some sort. The interface to the higher level should supply the advertised services. Just as important, it should block access to the means by which those services are implemented.

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Taken by: Part IA CST Suggested hours of supervisions: 3 Prerequisites: This course is a prerequisite for Programming in Java and Prolog (Part IB).

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