
Computer Science

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Note: The list of learning resources in this section provides a supplement to *Computer Science: A Bibliography (1999)*.

Glencoe Introduction to Networks and Networking (Print-Non-Fiction). Fortier, Paul J. and Caban, Hector J. Glencoe/McGraw-Hill (MHR), 2005. 496 p. ISBN 0-07-861238-1 (\$76.07 hdc.).

Designed to help students understand how and why networks function and how to build them, this American book is organized in four units: "Fundamentals of Networking," "Local Area Networks," "Wide Area Networks," and "Network Design and Implementation." Each of the 14 chapters offers a review and assessment section, activities and projects, a networking lab, and networking projects. The book includes a table of contents, a glossary, an index, and appendices of certification programs, ComptTIA Network and certification, and networks standards organizations and specifications.

A companion website is available at www.networking.glencoe.com.
Suggested Use: Computer Science 20; Networks
Initiative: Career Development

Java: An Introduction to Problem Solving & Programming. 4th ed. (Print-Non-Fiction). Savitch, Walter. Prentice Hall Inc. (PRN), 2005. 1,060 p. ISBN 0-13-149202-0 (\$101.56 pbk.).

This practical book teaches beginners the Java programming language and walks them through basic problem-solving and programming techniques. *Java: An Introduction to Problem Solving and Programming* provides self-tests, programming tips and projects, frequently asked questions, quick references, reviews, "gotcha" sections that help students to identify programming pitfalls, and more. Included are a table of contents, 11 appendices on various topics, and an index.

A companion website is available at www.prenticehall.com/savitch.
Suggested Use: Computer Science 20; Computer Science 30; Analyzing Programming; Application Programming; Computer Programming
Initiative: Career Development

Programming in Visual Basic.NET (Print-Non-Fiction). Bradley, Julia Case and Millsbaugh, Anita C. McGraw-Hill Ryerson Limited (MHR), 2003. 600 p. ISBN 0-07-293870-6 (\$92.61 pbk.).

Not only does this valuable book introduce Visual Basic programming language, but it includes basic concepts of programming, problem solving, and programming logic. Chapter topics are addressed in a sequence that allows the student to learn how to deal with a visual interface while acquiring important programming skills such as creating projects with objects, decisions, loops, and data management. The book offers interface design guidelines, hands-on programming examples, exercises, feedback questions, tips, and case studies. Included are a table of contents, a glossary, and an index.

A CD-ROM is packaged with the book. This resource contains the necessary student data files for exercises in the text as well as end-of-chapter materials.
Suggested Use: Computer Science 20; Computer Science 30; Analyzing Programming; Application Programming; Computer Programming
Initiative: Career Development

Taking Sides: Clashing Views in Science, Technology, and Society. 7th ed. (Print-Non-Fiction). Easton, Thomas A., ed. (Taking Sides Series). McGraw-Hill Ryerson Limited (MHR), 2006. 387 p. ISBN 0-07-351493-4 (\$34.95 pbk.).

This book deals with controversial issues in the field of science that have relevance to current North American society. For each issue, the author presents contrasting perspectives, causing readers to consider relevant data and statistics from opposing viewpoints before formulating their own opinions. Nineteen issues related to the

STSE's (science, technology, society, and the environment) are presented in this manner. Examples include the following: Should society act now to halt global warming? Do cell phones cause cancer? Does the Internet strengthen community? Should genetically modified foods be banned? A postscript revealing the author's thoughts follows each opposing pair of essays.

Suggested Use: Research and Presentation

Other Use: Science: Grades 11 and 12

Initiative: Career Development