Computer Science

Computer science is the study of processes that interact with data and that can be represented as data in the form of programs. It enables the use of algorithms to manipulate, store, and communicate digital information. A computer scientist studies the theory of computation and the practice of designing software systems. Its fields can be divided into theoretical and practical disciplines. Computational complexity theory is highly abstract, while computer graphics emphasizes real-world applications. Programming language theory considers approaches to the description of computational processes, while computer programming itself involves the use of programming languages and complex systems. Human–computer interaction considers the challenges in making computers useful, usable, and accessible.

Book: Foundations of Computation (Critchlow & Eck)
- Book: Open Structures (Porin)

- Book: An Introduction to Ontology Engineering (Keet)

- Book: A Brief Introduction to Engineering Computation with MATLAB (Beyenir)

- Book: Delftse Foundations of Computation
• Book: Programming Fundamentals - A Modular Structured Approach using C++ (Busbee)

• Book: A First Course in Electrical and Computer Engineering (Scharf)

• Book: Think Data Structures - Algorithms and Information Retrieval in Java (Downey)
• Book: Eloquent JavaScript (Haverbeke)

• Book: Python for Everybody (Severance)

• Book: Making Games with Python and Pygame (Sweigart)

• Book: Web Development and Programming (Mendez)
Book: Database Design (Watt and Eng)

Book: Information Systems for Business and Beyond (Bourgeois)

Book: Introduction to Computer Graphics (Eck)

Book: An Introduction to Computer Networks (Dordal)
Book: High Performance Computing (Severance)

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