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 and Eck)
- Book: Programming Fundamentals (Busbee and Braunschweig)

- 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: An Introduction to Ontology Engineering (Keet)

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

• Book: Neural Networks and Deep Learning (Nielsen)

Book: Think Data Structures - Algorithms and Information Retrieval in Java (Downey)
Book: Think Java - How to Think Like a Computer Scientist

- Book: Eloquent JavaScript (Haverbeke)

- Book: Python for Everybody (Severance)

- Book: Think Python 2ed. (Downey)
- Book: Making Games with Python and Pygame (Sweigart)
- Book: Think Python - How to Think Like a Computer Scientist
- Book: Byte of Python (Swaroop C H)
- Book: Programming for the Web - From Soup to Nuts - Implementing a Complete GIS Web Page (Kann)
• Book: Web Development and Programming (Mendez)

• Book: Database Design (Watt and Eng)

• Book: Relational Databases and Microsoft Access (McFadyen)

• Book: Information Systems for Business and Beyond (Bourgeois)
- Book: An Introduction to Computer Networks (Dordal)

- Book: Computer Networks - A Systems Approach (Peterson and Davie)

- Book: High Performance Computing (Severance)
Book: Embedded Controllers Using C and Arduino (Fiore)

Book: Object-Oriented Reengineering Patterns (Demeyer, Ducasse, and Nierstrasz)

Book: Pharo by Example 5.0 (Ducasse, Zagidulin, Hess, and Chloupis)
Book: Squeak by Example (Black, Ducasse, Nierstrasz, and Pollet)

Book: Think OS - A Brief Introduction to Operating Systems (Downey)

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