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Sara Baase is a Professor of Computer Science at San Diego State University, and has been teaching CS for 25 years.Dr. Baase is a three-time recipient of the San Diego State University Alumni Association's Outstanding Faculty Award, and she has written a number of textbooks in the areas of algorithms, assembly language and social and ethical issues related to computing.

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Written with the undergraduate particularly in mind, this third edition features new material on: algorithms for Java, recursion, how to prove algorithms are correct, recurrence equations, computing with DNA, and dynamic sets.

This timely revision will feature the latest Internet issues and provide an updated comprehensive look at social and ethical issues in computing from a computer science perspective.

the design and analysis of algorithms, including an exhaustive array of algorithms and their complexity analyses. Baase emphasizes the development of algorithms through a step-by-step process, rather than merely presenting the end result. Three chapters on modern topics are new to this edition: adversary arguments and selection, dynamic programming, and parallel algorithms.

Problem solving is an essential part of every scientific discipline. It has two components: (1) problem identification and formulation, and (2) solution of the formulated problem. One can solve a problem on its own using ad hoc techniques or follow those techniques that have produced efficient solutions to similar problems. This requires the understanding of various algorithm design techniques, how and when to use them to formulate solutions and the context appropriate for each of them. This book advocates the study of algorithm design techniques by presenting most of the useful algorithm design techniques and illustrating them through numerous examples. Contents: Basic Concepts and Introduction to Algorithms:Basic Concepts in Algorithmic AnalysisMathematical PreliminariesData StructuresHeaps and the Disjoint Sets Data StructuresTechniques Based on Recursion!InductionDivide and ConquerDynamic ProgrammingFirst-Cut Techniques:The Greedy ApproachGraph TraversalComplexity of Problems:NP-Complete ProblemsIntroduction to Computational ComplexityLower BoundsCoping with Hardness:BacktrackingRandomized AlgorithmsApproximation AlgorithmsIterative Improvement for Domain-Specific Problems:Network FlowMatchingTechniques in Computational Geometry:Geometric SweepingVoronoi Diagrams Readership: Senior undergraduates, graduate students and professionals in software development. Keywords:

Gift of Fire is ideal for courses in Computer Ethics and Computers and Society. In this revision of a best-seller, Baase explores the social, legal, philosophical, ethical, political, constitutional, and economic implications of computing and the controversies they raise. With a computer scientist's perspective, and with historical context for many issues, she covers the issues readers will face both as members of a technological society and as professionals in computer-related fields. A primary goal is to develop computer professionals who understand the implications of what they create and how it fits into society at large.

The overwhelming majority of bugs and crashes in computer programming stem from problems of memory access, allocation, or deallocation. Such memory related errors are also notoriously difficult to debug. Yet the role that memory plays in C and C++ programming is a subject often overlooked in courses and in books because it requires specialised knowledge of operating systems, compilers, computer architecture in addition to a familiarity with the languages themselves. Most professional programmers learn entirely through experience of the trouble it causes. This 2004 book provides students and professional programmers with a concise yet comprehensive view of the role memory plays in all aspects of programming and program behaviour. Assuming only a basic familiarity with C or C++, the author describes the techniques, methods, and tools available to deal with the problems related to memory and its effective use.

SQL by Example uses one case study to teach the reader basic structured query language (SQL) skills. The author has tested the case study in the classroom with thousands of students. While other SQL texts tend to use examples from many different data sets, the author has found that once students get used to one case study, they learn the material at a much faster rate. The text begins with an introduction to the case study and trains the reader to think like the query processing engine for a relational database management system. Once the reader has a grasp of the case study then SQL programming constructs are introduced with examples from the case study. In order to reinforce concepts, each chapter has several exercises with solutions provided on the book's website. SQL by Example is designed both for those who have never worked with SQL as well as those with some experience. It is modular in that each chapter can be approached individually or as part of a sequence, giving the reader flexibility in the way that they learn or refresh concepts. This also makes the book a great reference to refer back to once the reader is honing his or her SQL skills on the job.

Computer Science

Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

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