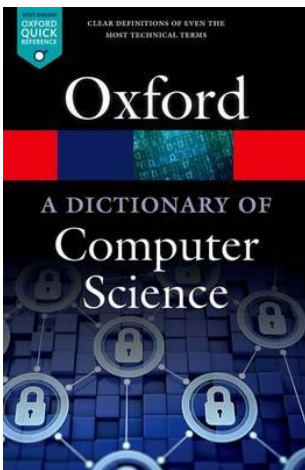
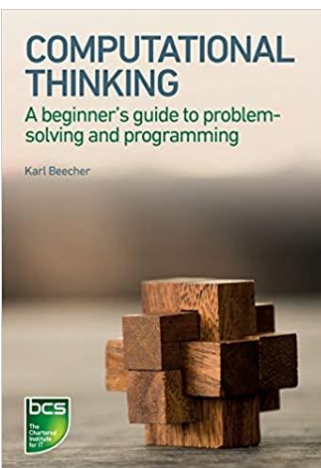


Computer Science books



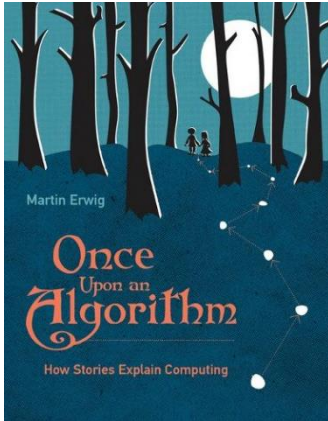
A Dictionary of Computer Science

The most comprehensive and up-to-date dictionary of its kind, this A-Z contains over £6,500 entries encompassing all aspects of computer science. Terms are defined in a jargon-free and concise manner and cover topics such as multimedia, computer applications, networking, and personal computing.



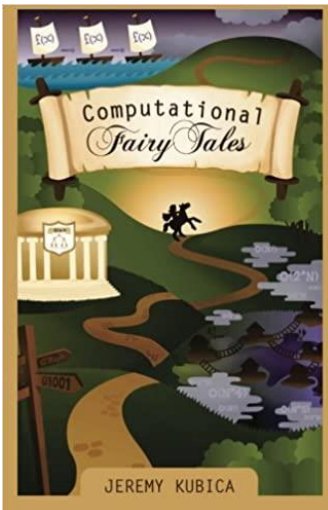
Computational Thinking: A beginner's guide to problem-solving and programming by Karl Beecher

Computational thinking is a timeless, transferable skill that enables you to think more clearly and logically, as well as a way to solve specific problems. Beginning with the core ideas of computational thinking, with this book you'll build up an understanding of the practical problem-solving approach and explore how computational thinking aids good practice in programming, complete with a full guided example.



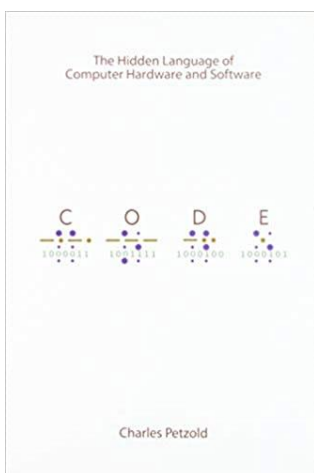
Once upon an Algorithm: How stories explain computing by Martin Erwig

How Hansel and Gretel, Sherlock Holmes, the movie *Groundhog Day*, Harry Potter, and other familiar stories illustrate the concepts of computing. Picture a computer scientist, staring at a screen and clicking away frantically on a keyboard, hacking into a system, or perhaps developing an app. Now delete that picture. In *Once Upon an Algorithm*, Martin Erwig explains computation as something that takes place beyond electronic computers, and computer science as the study of systematic problem



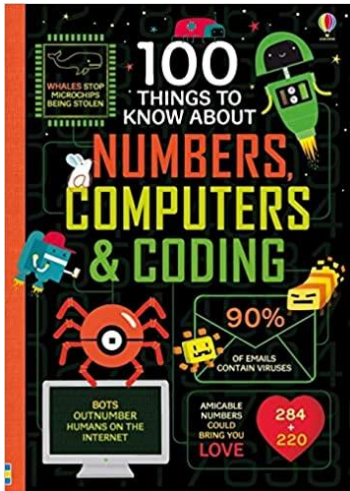
Computational Fairy Tales by Jeremy Kubica

Computational Fairy Tales introduces principles of computational thinking, illustrating high-level computer science concepts, the motivation behind them, and their application in a non-computer-fairy tale-domain. It's a quest that will take you from learning the basics of programming in a blacksmith's forge to fighting curses with recursion.



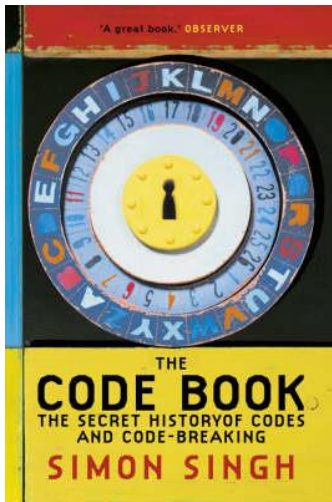
The Hidden Language of Computer Hardware and Software by Charles Petzold

What do flashlights, the British invasion, black cats, and seesaws have to do with computers? In *CODE*, they show us the ingenious ways we manipulate language and invent new means of communicating with each other. And through *CODE*, we see how this ingenuity and our very human compulsion to communicate have driven the technological innovations of the past two centuries.



101 Things to know about numbers, computers & coding

Did you know there's a single spot on your brain that recognizes numbers? Or that the first computer bugs were actual insects and that most of the internet is under water? This fascinating book is filled with 100 fascinating facts, bright, infographic illustrations, a glossary and index and links to specially selected websites to find out more.



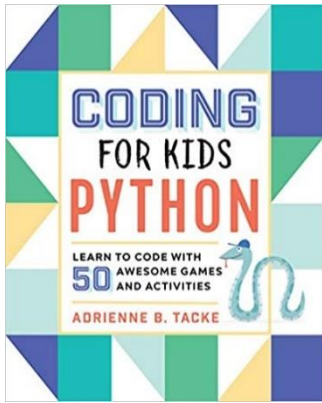
The Code Book: the Secret History of Codes and Code-Breaking by Simon Singh

Combining impeccable history and intriguing stories of espionage and intellectual breakthroughs. This book brings to life the secret world of cryptographers and code-breakers from Ancient Egypt to the age of the Internet



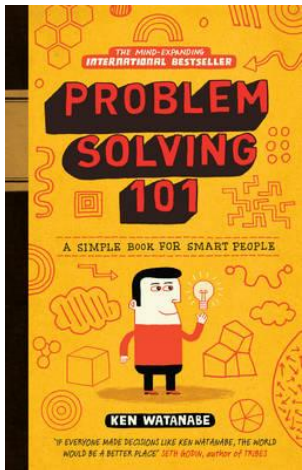
Coding for Beginners using Python

A beginner's guide to coding using Python, one of the most popular computer languages. Step-by-step instructions show how to get started and write a simple program. New commands are introduced with examples and colourful pictures so by the end of the book, readers can code games, drawings and more. Includes extra help and downloads online.



Coding for Kids Python: Learn to code with awesome games and activities

Learning to code isn't as hard as it sounds—you just have to get started! *Coding for Kids: Python* starts kids off right with 50 fun, interactive activities that teach them the basics of the Python programming language. From learning the essential building blocks of programming to creating their very own games, kids will progress through unique lessons packed with helpful examples—and a little silliness!



Problem solving 101 by Ken Watanabe

Problem Solving 101 started out as a simple guide to teach Japanese schoolchildren critical thinking skills. But it quickly became an international bestseller for readers of *all ages*, thanks to the powerful effectiveness of Ken Watanabe's unique methods. Full of useful diagrams and quirky drawings, *Problem Solving 101* is packed with practical tools and brain training techniques that will improve your problem-solving and decision-making ability, and enable you to find better solutions faster.