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Richard F. Gilberg has more than 40 years of computer science experience in industry and academia. His industrial experience includes the development of large application systems, database administration, system testing, and data administration. After leaving the industry, he joined De Anza College as a professor of computer science.

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Richard F. Gilberg has more than 40 years of computer science experience in industry and academia. His industrial experience includes the development of large application systems, database administration, system testing, and data administration. After leaving the industry, he joined De Anza College as a professor of computer science.

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Richard F. Gilberg, Behrouz A. Forouzan. Published 2004. Computer Science. Data Type An abstract data type (ADT) implements a set of algorithms generically so that they can be applied to any data type or construct. The beauty of an ADT implementation is that the algorithms can handle any data type whether it is a simple integer or a complex record.

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Computer Science: A Structured Approach Using C++, Second Edition: A Structured Approach Using C++, 2nd by Behrouz A. Forouzan, Richard F. Gilberg ISBN 9780534374808 (978-0-534-37480-8)

'Computer Science' has two primary objectives: to teach the basic principles of programming as outlined in the ACM curriculum for a CS1 class and to teach the basic constructs of the C++ language.

A valuable synthesis of the physics of magmatism for students and scholars Magma genesis and segregation have shaped Earth since its formation more than 4.5 billion years ago. Now, for the first time, the mathematical theory describing the physics of magmatism is presented in a single volume. The Dynamics of Partially Molten Rock offers a detailed overview that emphasizes the fundamental physical

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insights gained through an analysis of simplified problems. This textbook brings together such topics as fluid dynamics, rock mechanics, thermodynamics and petrology, geochemical transport, plate tectonics, and numerical modeling. End-of-chapter exercises and solutions as well as online Python notebooks provide material for courses at the advanced undergraduate or graduate level. This book focuses on the partial melting of Earth's asthenosphere, but the theory presented is also more broadly relevant to natural systems where partial melting occurs, including ice sheets and the deep crust, mantle, and core of Earth and other planetary bodies, as well as to rock-deformation experiments conducted in the laboratory. For students and researchers aiming to understand and advance the cutting edge, the work serves as an entrée into the field and a convenient means to access the research literature. Notes in each chapter reference both classic papers that shaped the field and newer ones that point the way forward. The Dynamics of Partially Molten Rock requires a working knowledge of fluid mechanics and calculus, and for some chapters, readers will benefit from prior exposure to thermodynamics and igneous petrology. The first book to bring together in a unified way the theory for partially molten rocks End-of-chapter exercises with solutions and an online supplement of Jupyter notebooks Coverage of the mechanics, thermodynamics, and chemistry of magmatism, and their coupling in the context of plate tectonics and mantle convection Notes at the end of each chapter highlight key papers for further reading

The entire MODULA-2 programming language is presented at a beginning level in this introduction to the discipline of computer science. The authors stress the art of problem-solving on the student's part and they reveal MODULA-2's ability to separate a concept from its implementation. This is one of the first books to present data abstraction in software engineering and top-down problem decomposition at an introductory level. Many program listings are included as well as examples and problems from many

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major areas of computer science.

"Engineering Digital Design" provides the most extensive coverage of any available textbook in digital logic and design. Modern notation combines with a state-of-the-art treatment of the most important subjects in digital design to provide the student with the background needed to enter industry or graduate study at a competitive level. Software programs, including a logic minimizer and a logic simulator, are provided on a CD-ROM and include detailed instructions for use.

This second edition expands upon the solid, practical foundation established in the first edition of the text. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Gilberg and Forouzan's language-independent data structures text enables students to first design algorithms using Pseudocode, and then build them using the C programming language. Written at a level that makes it easy for students to understand, the book de-emphasizes mathematical rigor and provides a practical approach to data structures.

Driven by the demands of research and the entertainment industry, the techniques of animation are pushed to render increasingly complex objects with ever-greater life-like appearance and motion. This rapid progression of knowledge and technique impacts professional developers, as well as students.

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Developers must maintain their understanding of conceptual foundations, while their animation tools become ever more complex and specialized. The second edition of Rick Parent's *Computer Animation* is an excellent resource for the designers who must meet this challenge. The first edition established its reputation as the best technically oriented animation text. This new edition focuses on the many recent developments in animation technology, including fluid animation, human figure animation, and soft body animation. The new edition revises and expands coverage of topics such as quaternions, natural phenomenon, facial animation, and inverse kinematics. The book includes up-to-date discussions of Maya scripting and the Maya C++ API, programming on real-time 3D graphics hardware, collision detection, motion capture, and motion capture data processing. New up-to-the-moment coverage of hot topics like real-time 3D graphics, collision detection, fluid and soft-body animation and more!

Companion site with animation clips drawn from research & entertainment and code samples
Describes the mathematical and algorithmic foundations of animation that provide the animator with a deep understanding and control of technique

Distributed processing has a strong theoretical foundation, but many day-to-day practitioners make limited use of the advantages this theory can give them. The result includes unreliable systems with obscure and intermittent failures, that can cost time, money and in extreme cases, lives. Reliable construction of distributed and concurrent systems must incorporate theory in practice. This book provides a concise presentation of the theory closely linked to the practical realization of these concepts. This highly practical presentation contains all the elements needed for a complete development of a distributed system. The book includes examples from C, Java and Eiffel, and sample code is available online.

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Demonstrating the different roles that logic plays in the disciplines of computer science, mathematics, and philosophy, this concise undergraduate textbook covers select topics from three different areas of logic: proof theory, computability theory, and nonclassical logic. The book balances accessibility, breadth, and rigor, and is designed so that its materials will fit into a single semester. Its distinctive presentation of traditional logic material will enhance readers' capabilities and mathematical maturity. The proof theory portion presents classical propositional logic and first-order logic using a computer-oriented (resolution) formal system. Linear resolution and its connection to the programming language Prolog are also treated. The computability component offers a machine model and mathematical model for computation, proves the equivalence of the two approaches, and includes famous decision problems unsolvable by an algorithm. The section on nonclassical logic discusses the shortcomings of classical logic in its treatment of implication and an alternate approach that improves upon it: Anderson and Belnap's relevance logic. Applications are included in each section. The material on a four-valued semantics for relevance logic is presented in textbook form for the first time. Aimed at upper-level undergraduates of moderate analytical background, *Three Views of Logic* will be useful in a variety of classroom settings. Gives an exceptionally broad view of logic Treats traditional logic in a modern format Presents relevance logic with applications Provides an ideal text for a variety of one-semester upper-level undergraduate courses

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