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Connecting With Computer Science 2nd

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Connecting with Computer Science (Introduction to CS) 2nd ...

Connecting with Computer Science, 2e 2 Objectives • In this chapter you will: - Learn why today almost everyone is a computer operator - Learn about the predecessors of modern computer hardware and software - Learn that sometimes good ideas flop and bad ones survive - Meet some interesting figures—some famous, some

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Sample questions asked in the 2nd edition of Connecting with Computer Science: Create a paper-and-pencil prototype of a better smartphone, and explain how user interface technologies, such as gaze systems and haptics, come into play. Optional: Simulate using the phone with a partner. What works and what doesn't work?

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Connecting with Computer Science, 2e 3 Objectives (cont'd.) • In this chapter you will (cont'd.): - Learn how DHCP can be used to assign IP addresses - Learn how routers are used throughout the Internet - Learn how a DNS server translates a URL into an IP address - Learn how port numbers are used with IP addresses

Connecting with Computer Science, 2e - Radford University

Connecting with Computer Science, Second Edition, is suitable for students with varying levels of knowledge and expertise and will help ensure that students moving on to a CS1 course have a consistent foundation. what's new in the second edition Connecting with Computer Science was first published in 2005—the same year YouTube was founded.

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Connecting with Computer Science - Greg Anderson, David ...

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2. elop Your Skills and Connect with Others Dev 5 Given the particular challenges in training or finding staff with expertise in computer science and technology, these resources can provide a way to build skills and connect with others, both online and off. 3. Standards for Computer Science and Technology 6

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