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On Computing Security in Computing A Gift of Fire *Encyclopedia of Computer Science* Ethics and Technology *Computer Ethics* **Computer Organization and Design** *Advances in Intelligent Systems and Computing IV* **Ethics and Technology** Fundamentals of Computer Graphics **Security in Computing** History of Nordic Computing 4 Computer Security **Intelligent Distributed Computing IV** *The Little Schemer, fourth edition* **Advances in Computing Systems and Applications Introduction to Computing and Programming in Python, A Multimedia Approach, Second Edition Programming Massively Parallel Processors Brain-Inspired Computing Invent Your Own Computer Games with Python, 4th Edition** Software Testing Foundations **Smart Computing Techniques and Applications** Computer Security Fundamentals **Introduction to Computing and Programming in Python, Global Edition Principles of Computer Hardware Emerging Technologies in Computing** *Contemporary Computing* **Principles of Computer Security, Fourth Edition Feature Extraction and Image Processing for Computer Vision Problem Solving Environments for Scientific Computing** Emerging Technologies in Computing Problems and Solutions in Quantum Computing and Quantum Information *Pattern-Oriented Software Architecture, A Pattern Language for Distributed Computing Differential Equations and Boundary Value Problems: Computing and Modeling, Global Edition Computers as Components* **Advances in Computing and Data Sciences** *Computer Networks Windows 10 For Dummies* **Human Centered Computing** *Annual Review of Scalable Computing*

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This book constitutes thoroughly reviewed, revised and selected papers from the 4th International Conference on Human Centered Computing, HCC 2018, held in Merida, Mexico, in December 2018. The 50 full and 18 short papers presented in this volume were carefully reviewed and selected from a total of 146 submissions. They focus on a "hyper-connected world", dealing with new developments in artificial intelligence, deep learning, brain-computing, etc. Programming Massively Parallel Processors: A Hands-on Approach, Second Edition, teaches students how to program massively parallel processors. It offers a detailed discussion of various techniques for constructing parallel programs. Case studies are used to demonstrate the development process, which begins with computational thinking and ends with effective and efficient parallel programs. This guide shows both student and professional alike the basic concepts of parallel programming and GPU architecture. Topics of performance, floating-point format, parallel patterns, and dynamic parallelism are covered in depth. This revised edition contains more parallel programming examples, commonly-used libraries such as Thrust, and explanations of the latest tools. It also provides new coverage of CUDA 5.0, improved performance, enhanced development tools, increased hardware support, and more; increased coverage of related technology, OpenCL and new material on algorithm patterns, GPU clusters, host programming, and data parallelism; and two new case studies (on MRI reconstruction and molecular visualization) that explore the latest applications of CUDA and GPUs for scientific research and high-performance computing. This book should be a valuable resource for advanced students, software engineers, programmers, and hardware engineers. New coverage of CUDA 5.0, improved performance, enhanced development tools, increased hardware support, and more Increased coverage of related technology, OpenCL and new material on algorithm patterns, GPU clusters, host programming, and data parallelism Two new case studies (on MRI reconstruction and molecular visualization) explore the latest applications of CUDA and GPUs for scientific research and high-performance computing This book reports on new theories and applications in the field of intelligent systems and computing. It covers computational and artificial intelligence methods, as well as advances in computer vision, current issues in big data and cloud computing, computation linguistics, and cyber-physical systems. It also reports on important topics in intelligent information management. Written by active researchers, the respective chapters are based on selected papers presented at the XIV International Scientific and Technical Conference on Computer Science and Information Technologies (CSIT 2019), held on September 17–20, 2019, in Lviv, Ukraine. The conference was jointly organized by the Lviv Polytechnic National University, Ukraine, the Kharkiv National University of Radio Electronics, Ukraine, and the Technical University of Lodz, Poland, under patronage of Ministry of Education and Science of Ukraine. Given its breadth of coverage, the book provides academics and professionals with extensive information

and a timely snapshot of the field of intelligent systems, and is sure to foster new discussions and collaborations among different groups. 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. Professional testing of software is an essential task that requires a profound knowledge of testing techniques. The International Software Testing Qualifications Board (ISTQB) has developed a universally accepted, international qualification scheme aimed at software and system testing professionals, and has created the Syllabi and Tests for the "Certified Tester." Today about 300,000 people have taken the ISTQB certification exams. The authors of Software Testing Foundations, 4th Edition, are among the creators of the Certified Tester Syllabus and are currently active in the ISTQB. This thoroughly revised and updated fourth edition covers the "Foundations Level" (entry level) and teaches the most important methods of software testing. It is designed for self-study and provides the information necessary to pass the Certified Tester-Foundations Level exam, version 2011, as defined by the ISTQB. Also in this new edition, technical terms have been precisely stated according to the recently revised and updated ISTQB glossary. Topics covered: Fundamentals of Testing Testing and the Software Lifecycle Static and Dynamic Testing Techniques Test Management Test Tools Also mentioned are some updates to the syllabus that are due in 2015. Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3. Drawing on an impressive roster of experts in the field, Fundamentals of Computer Graphics, Fourth Edition offers an ideal resource for computer course curricula as well as a user-friendly personal or professional reference. Focusing on geometric intuition, the book gives the necessary information for understanding how images get onto the screen by using the complementary approaches of ray tracing and rasterization. It covers topics common to an introductory course, such as sampling theory, texture mapping, spatial data structure, and splines. It also includes a number of contributed chapters from authors known for their expertise and clear way of explaining concepts. Highlights of the Fourth Edition Include: Updated coverage of existing topics Major updates and improvements to several chapters, including texture mapping, graphics hardware, signal processing, and data structures A text now printed entirely in four-color to enhance illustrative figures of concepts The fourth edition of Fundamentals of Computer Graphics continues to provide an outstanding and comprehensive introduction to basic computer graphic technology and theory. It retains an informal and intuitive style while improving precision, consistency, and completeness of material, allowing aspiring and experienced graphics programmers to better understand and apply foundational principles to the development of efficient code in creating film, game, or web designs. Key Features Provides a thorough treatment of basic and advanced topics in current graphics algorithms Explains core principles intuitively, with numerous examples and pseudo-code Gives updated coverage of the graphics pipeline, signal processing, texture mapping, graphics hardware, reflection models, and curves and surfaces Uses color images to give more illustrative power to concepts The notion that "thinking about computing is one of the most exciting things the human mind can do" sets both The Little Schemer (formerly known as The Little LISPer) and its new companion volume, The Seasoned Schemer, apart from other books on LISP. The authors' enthusiasm for their subject is compelling as they present abstract concepts in a humorous and easy-to-grasp fashion. Together, these books will open new doors of thought to anyone who wants to find out what computing is really about. The Little Schemer introduces computing as an extension of arithmetic and algebra; things that everyone studies in grade school and high school. It introduces programs as recursive functions and briefly discusses the limits of what computers can do. The authors use the programming language Scheme, and interesting foods to illustrate these abstract ideas. The Seasoned Schemer informs the reader about additional dimensions of computing: functions as values, change of state, and exceptional cases. The Little LISPer has been a popular introduction to LISP for many years. It had appeared in French and Japanese. The Little Schemer and The Seasoned Schemer are worthy successors and will prove equally popular as textbooks for Scheme courses as well as companion texts for any complete introductory course in Computer Science. CONTENIDO: Finite-dimensional Hilbert Spaces - Qubits - Kronecker product and tensor product - Matrix properties - Density operators - Partial trace - Unitary transforms and quantum gates - Entropy - Measurement - Entanglement - Bell inequality - Teleportation - Cloning - Quantum algorithms - Quantum error correction - Quantum cryptography - Infinite-dimensional Hilbert Spaces - Harmonic oscillator and Bose operators - Coherent states - Squeezed states - Entanglement - Swapping and cloning - Hamilton operators. The fourth edition of this work provides a readable, tutorial based introduction to the subject of computer hardware for undergraduate computer scientists and engineers and includes a companion website to give lecturers additional notes. This volume constitutes the refereed proceedings of the Fourth International Conference on Contemporary Computing, IC3 2010, held in Noida, India, in August 2011. The 58 revised full papers presented were carefully reviewed and selected from 175 submissions. Ethics and Technology, 5th Edition, by Herman Tavani introduces students to issues and controversies that comprise the relatively new field of cyberethics. This text examines a wide range of cyberethics issues--from specific issues of moral responsibility that directly affect computer and information technology (IT) professionals to broader social and ethical concerns that affect each of us in our day-to-day lives. The 5th edition shows how modern day controversies created by emerging technologies can be analyzed from the perspective of standard ethical concepts and theories. Computers as Components, Second Edition, updates the first book to bring essential knowledge on embedded systems technology and techniques under a single cover. This edition has been updated to the state-of-the-art by reworking and expanding performance analysis with more examples and exercises, and coverage of electronic systems now focuses on the latest applications. It gives a more comprehensive view of multiprocessors including VLIW and superscalar architectures as well as more detail about power consumption. There is also more advanced treatment of all the components of the system as well as in-depth coverage of networks, reconfigurable systems, hardware-software co-design, security, and program analysis. It presents an updated discussion of current industry development software including Linux and Windows CE. The new edition's case studies cover SHARC DSP with the TI C5000 and C6000 series, and real-world applications such as DVD players and cell phones. Researchers, students, and savvy professionals schooled in hardware or software design, will value Wayne Wolf's integrated engineering design approach. * Uses real processors (ARM processor and TI C55x DSP) to demonstrate both technology and techniques...Shows readers how to apply principles to actual design practice. * Covers all necessary topics with emphasis on actual design practice...Realistic introduction to the state-of-the-art for both students and practitioners. * Stresses necessary fundamentals which can be applied to evolving technologies...helps readers gain facility to design large, complex embedded systems that actually work. Illustrates the new features of Windows 10. The eagerly awaited Pattern-Oriented Software Architecture (POSA) Volume 4 is about a pattern language for distributed computing. The authors will guide you through the best practices and introduce you to key areas of building distributed software systems. POSA 4 connects many stand-alone patterns, pattern collections and pattern languages from the existing body of literature found in the POSA series. Such patterns relate to and are useful for distributed computing to a single language. The panel of experts provides you with a consistent and coherent holistic view on the craft of building distributed systems. Includes a foreword by Martin Fowler A must read for practitioners who

want practical advice to develop a comprehensive language integrating patterns from key literature. For courses in Computer Programming with Python. Social Computing and Programming with Python Introduction to Computing and Programming in Python is a uniquely researched and up-to-date volume that is widely recognised for its successful introduction to the subject of Media Computation. Emphasising creativity, classroom interaction, and in-class programming examples, Introduction to Computing and Programming in Python takes a bold and unique approach to computation that engages students and applies the subject matter to the relevancy of digital media. The 4th Edition teaches students to program in an effort to communicate via social computing outlets, providing a unique approach that serves the interests of a broad range of students. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. This open access book constitutes revised selected papers from the 4th International Workshop on Brain-Inspired Computing, BrainComp 2019, held in Cetraro, Italy, in July 2019. The 11 papers presented in this volume were carefully reviewed and selected for inclusion in this book. They deal with research on brain atlasing, multi-scale models and simulation, HPC and data infra-structures for neuroscience as well as artificial and natural neural architectures. The Encyclopedia of Computer Science is the definitive reference in computer science and technology. First published in 1976, it is still the only single volume to cover every major aspect of the field. Now in its Fourth Edition, this influential work provides an historical timeline highlighting the key breakthroughs in computer science and technology, as well as clear and concise explanations of the latest technology and its practical applications. Its unique blend of historical perspective, current knowledge and predicted future trends has earned it its richly deserved reputation as an unrivalled reference classic. What sets the Encyclopedia apart from other reference sources is the comprehensiveness of each of its entries. Encompassing far more than mere definitions, each article elaborates on a topic giving a remarkable breadth and depth of coverage. The visual impact of the volume is enhanced with a 16 page colour insert spotlighting advanced computer applications and computer-generated graphics technology. In addition, the text is enlivened with figures, tables, diagrams, illustrations and photographs. With contributions from over 300 international experts, the 4th Edition contains over 100 completely new articles ranging from artificial life to computer ethics, data mining to Java, mobile computing to quantum computing and software safety to the World Wide Web. In addition, each of the more than 600 articles have been extensively revised, expanded and updated to reflect the latest developments in computer science and technology. Intelligently and thoughtfully organised, all the articles are classified around 9 main themes Hardware Software Computer Systems Information and Data Mathematics of Computing Theory of Computation Methodologies Applications Computing Milieux Within each of these major headings are a wealth of articles that provide the reader with concise yet thorough coverage of the topic. In addition, cross-references are included at the beginning of each article, directing the reader immediately to related material. In addition the Encyclopedia contains useful appendices including: An expanded glossary of major terms in English, German, Spanish and Russian A revised list of abbreviations and acronyms An updated list of computer science and engineering research journals A list of articles from previous editions not included in the 4th edition A Name Index listing almost 3500 individuals cited in the text A comprehensive General Index with 7000 entries A chronology of significant milestones Computer Society & Academic Computer Science Department Listings Numerical Tables, Mathematical Notation and Units of Measure Highly-regarded as an essential resource for computer professionals, engineers, mathematicians, students and scientists, the Encyclopedia of Computer Science is a must-have reference for every college, university, business and high-school library. This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Computer Security: Principles and Practice, 2e, is ideal for courses in Computer/Network Security. In recent years, the need for education in computer security and related topics has grown dramatically – and is essential for anyone studying Computer Science or Computer Engineering. This is the only text available to provide integrated, comprehensive, up-to-date coverage of the broad range of topics in this subject. In addition to an extensive pedagogical program, the book provides unparalleled support for both research and modeling projects, giving students a broader perspective. The Text and Academic Authors Association named Computer Security: Principles and Practice, 1e, the winner of the Textbook Excellence Award for the best Computer Science textbook of 2008. Comprehensively discusses significant projects in scalable computing in various research organizations around the world. A proposal that computing is not merely a form of engineering but a scientific domain on a par with the physical, life, and social sciences. Computing is not simply about hardware or software, or calculation or applications. Computing, writes Paul Rosenbloom, is an exciting and diverse, yet remarkably coherent, scientific enterprise that is highly multidisciplinary yet maintains a unique core of its own. In On Computing, Rosenbloom proposes that computing is a great scientific domain on a par with the physical, life, and social sciences. Rosenbloom introduces a relational approach for understanding computing, conceptualizing it in terms of forms of interaction and implementation, to reveal the hidden structures and connections among its disciplines. He argues for the continuing vitality of computing, surveying the leading edge in computing's combination with other domains, from biocomputing and brain-computer interfaces to crowdsourcing and virtual humans to robots and the intermingling of the real and the virtual. He explores forms of higher order coherence, or macrostructures, over complex computing topics and organizations. Finally, he examines the very notion of a great scientific domain in philosophical terms, honing his argument that computing should be considered the fourth great scientific domain. With On Computing, Rosenbloom, a key architect of the founding of University of Southern California's Institute for Creative Technologies and former Deputy Director of USC's Information Sciences Institute, offers a broader perspective on what computing is and what it can become. "Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"-- "Intended for introductory computer security, network security or information security courses. This title aims to serve as a gateway into the world of computer security by providing the coverage of the basic concepts, terminology and issues, along with practical skills." -- Provided by publisher. This proceedings book gathers selected papers presented at the 4th Conference on Computing Systems and Applications (CSA2020) held on December 14, 2020, at the Ecole Militaire Polytechnique, Algiers, Algeria. The proceedings provide a collection of new ideas, original research findings, and experimental results in the field of computer science covering: artificial intelligence, data science, computer networks and security, information systems, software engineering, and computer graphics. The proceedings are a valuable reference work for students, researchers, academics, and industry practitioners interested in the latest scientific and technological advances across the conference topics. Benefits: • Explores the latest research trends and their applications in a broad range of computer science disciplines • Presents a collection of contributions in emerging topics in computer science and information technology • Covers artificial intelligence, data science, computer networks and security, information systems, software engineering, and computer graphics This book presents best selected papers presented at the 4th International Conference on Smart Computing and Informatics (SCI 2020), held at the Department of Computer Science and Engineering, Vasavi College of Engineering (Autonomous), Hyderabad, Telangana, India. It presents advanced and multi-disciplinary research towards the design of smart computing and informatics. The theme is on a broader front which focuses on various innovation paradigms in system knowledge, intelligence and sustainability that may be applied to provide realistic solutions to varied problems in society, environment and industries. The scope is also extended towards the deployment of emerging computational and knowledge transfer approaches, optimizing solutions in various disciplines of science, technology and health care. This book constitutes the refereed post-proceedings of the 4th IFIP WG 9.7 Conference on the History of Nordic Computing, HiNC 4, held in Copenhagen, Denmark, in August 2014. The 37 revised full papers were carefully reviewed and selected for inclusion in this volume. The papers focus on innovative ICT milestones that transformed the nordic societies and on the new ideas, systems and solutions that helped creating the welfare societies of today, in particular solutions and systems for public services, e.g., tax, social benefits, health care and education; solutions and systems for the infrastructure of the society, e.g., banking,

insurance, telephones, transport and energy supply; and technologies and IT policies behind the major IT milestones, e.g., user centric innovation, programming techniques and IT ethics. They are organized in topical sections on IT policy, infrastructure, public services, private services, telesystems, health care, IT in banking, transport and IT technology. For introductory courses in Differential Equations. This best-selling text by these well-known authors blends the traditional algebra problem solving skills with the conceptual development and geometric visualisation of a modern differential equations course that is essential to science and engineering students. It reflects the new qualitative approach that is altering the learning of elementary differential equations, including the wide availability of scientific computing environments like Maple, Mathematica, and MATLAB. Its focus balances the traditional manual methods with the new computer-based methods that illuminate qualitative phenomena and make accessible a wider range of more realistic applications. Seldom-used topics have been trimmed and new topics added: it starts and ends with discussions of mathematical modeling of real-world phenomena, evident in figures, examples, problems, and applications throughout the text. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. This book constitutes the refereed conference proceedings of the 4th International Conference on Emerging Technologies in Computing, iCEtiC 2021, held in August 2021. Due to VOVID-19 pandemic the conference was helt virtually. The 15 revised full papers were reviewed and selected from 44 submissions and are organized in topical sections covering Information and Network Security; Cloud, IoT and Distributed Computing; AI, Expert Systems and Big Data Analytics. The 33 peer-reviewed contributions published in this book address a wide range of topics related to the theory and applications of intelligent distributed computing and multi-agent systems. They cover topics from bio-informatics to semantic web services. This book constitutes the refereed conference proceedings of the 4th International Conference on Emerging Technologies in Computing, iCEtiC 2021, held in August 2021. Due to VOVID-19 pandemic the conference was helt virtually. The 15 revised full papers were reviewed and selected from 44 submissions and are organized in topical sections covering Information and Network Security; Cloud, IoT and Distributed Computing; AI, Expert Systems and Big Data Analytics This book constitutes the post-conference proceedings of the 4th International Conference on Advances in Computing and Data Sciences, ICACDS 2020, held in Valletta, Malta, in April 2020.* The 46 full papers were carefully reviewed and selected from 354 submissions. The papers are centered around topics like advanced computing, data sciences, distributed systems organizing principles, development frameworks and environments, software verification and validation, computational complexity and cryptography, machine learning theory, database theory, probabilistic representations. * The conference was held virtually due to the COVID-19 pandemic. Feature Extraction and Image Processing for Computer Vision is an essential guide to the implementation of image processing and computer vision techniques, with tutorial introductions and sample code in Matlab. Algorithms are presented and fully explained to enable complete understanding of the methods and techniques demonstrated. As one reviewer noted, "The main strength of the proposed book is the exemplar code of the algorithms." Fully updated with the latest developments in feature extraction, including expanded tutorials and new techniques, this new edition contains extensive new material on Haar wavelets, Viola-Jones, bilateral filtering, SURF, PCA-SIFT, moving object detection and tracking, development of symmetry operators, LBP texture analysis, Adaboost, and a new appendix on color models. Coverage of distance measures, feature detectors, wavelets, level sets and texture tutorials has been extended. Named a 2012 Notable Computer Book for Computing Methodologies by Computing Reviews Essential reading for engineers and students working in this cutting-edge field Ideal module text and background reference for courses in image processing and computer vision The only currently available text to concentrate on feature extraction with working implementation and worked through derivation For one-semester courses in Computer Ethics, Applied Ethics, Computers, Ethics and Society, Ethics and Information Systems, Computers and Society, or Social Effects of Technology. Written in clear, accessible prose, the Fourth edition of Computer Ethics brings together philosophy, law, and technology. The text provides an in-depth exploration and analysis of a broad range of topics regarding the ethical implications of widespread use of computer technology. The approach is normative while also exposing the student to alternative ethical stances. Written by leading information security educators, this fully revised, full-color computer security textbook covers CompTIA’s fastest-growing credential, CompTIA Security+.Principles of Computer Security, Fourth Edition is a student-tested, introductory computer security textbook that provides comprehensive coverage of computer and network security fundamentals in an engaging and dynamic full-color design. In addition to teaching key computer security concepts, the textbook also fully prepares you for CompTIA Security+ exam SY0-401 with 100% coverage of all exam objectives. Each chapter begins with a list of topics to be covered and features sidebar exam and tech tips, a chapter summary, and an end-of-chapter assessment section that includes key term, multiple choice, and essay quizzes as well as lab projects. Electronic content includes CompTIA Security+ practice exam questions and a PDF copy of the book. Key features: CompTIA Approved Quality Content (CAQC) Electronic content features two simulated practice exams in the Total Tester exam engine and a PDF eBook Supplemented by Principles of Computer Security Lab Manual, Fourth Edition, available separately White and Conklin are two of the most well-respected computer security educators in higher education Instructor resource materials for adopting instructors include: Instructor Manual, PowerPoint slides featuring artwork from the book, and a test bank of questions for use as quizzes or exams Answers to the end of chapter sections are not included in the book and are only available to adopting instructors Learn how to: Ensure operational, organizational, and physical security Use cryptography and public key infrastructures (PKIs) Secure remote access, wireless networks, and virtual private networks (VPNs) Authenticate users and lock down mobile devices Harden network devices, operating systems, and applications Prevent network attacks, such as denial of service, spoofing, hijacking, and password guessing Combat viruses, worms, Trojan horses, and rootkits Manage e-mail, instant messaging, and web security Explore secure software development requirements Implement disaster recovery and business continuity measures Handle computer forensics and incident response Understand legal, ethical, and privacy issues The New State-of-the-Art in Information Security: Now Covers the Economics of Cyber Security and the Intersection of Privacy and Information Security For years, IT and security professionals and students have turned to Security in Computing as the definitive guide to information about computer security attacks and countermeasures. In their new fourth edition, Charles P. Pfleeger and Shari Lawrence Pfleeger have thoroughly updated their classic guide to reflect today's newest technologies, standards, and trends. The authors first introduce the core concepts and vocabulary of computer security, including attacks and controls. Next, the authors systematically identify and assess threats now facing programs, operating systems, database systems, and networks. For each threat, they offer best-practice responses. Security in Computing, Fourth Edition , goes beyond technology, covering crucial management issues faced in protecting infrastructure and information. This edition contains an all-new chapter on the economics of cybersecurity, explaining ways to make a business case for security investments. Another new chapter addresses privacy--from data mining and identity theft, to RFID and e-voting. New coverage also includes Programming mistakes that compromise security: man-in-the-middle, timing, and privilege escalation attacks Web application threats and vulnerabilities Networks of compromised systems: bots, botnets, and drones Rootkits--including the notorious Sony XCP Wi-Fi network security challenges, standards, and techniques New malicious code attacks, including false interfaces and keystroke loggers Improving code quality: software engineering, testing, and liability approaches Biometric authentication: capabilities and limitations Using the Advanced Encryption System (AES) more effectively Balancing dissemination with piracy control in music and other digital content Countering new cryptanalytic attacks against RSA, DES, and SHA Responding to the emergence of organized attacker groups pursuing profit Explores current issues in the field of cyberethics, including questions about onlinepersonal privacy, sharing music, and unreliable software, and analyzes the practical, moral, and legal implications of each issue.

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