

Why You Should Adopt

Computer Science Illuminated

SIXTH EDITION

Includes Navigate 2 Advantage Access

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ISBN-13: 978-1-284-05591-7 • 700 pages • © 2016
- ✓ **Option 2:** Navigate 2 Advantage Access Only
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Interesting Biographies

Did You Know? Boxes

Ethical Issues

Exercises & Thought Questions

Key Terms

The Student Experience

Designed for the introductory computing and computer science course, this student-friendly text provides students with a solid foundation for further study, and offers non-majors a complete introduction to computing.

Teaching and Learning Just Got Easier with Navigate 2 Advantage Access

- ★ **Learn:** A Complete eBook with Interactive Tools and Animations that Bring Introductory Computing to Life
- ★ **Practice:** A Virtual Study Center with Robust Practice Activities & Flashcards
- ★ **Assess:** A Homework and Testing Assessment Center with Pre-Populated Quizzes and Examinations (Available to adopting instructors with Course ID)
- ★ **Analyze:** A Dashboard that Reports Actionable Data (Available to adopting instructors with Course ID)

Course Materials

Learning Tools

- Interactive eBook
- Animations
- Learning Objectives
- Lecture Outlines
- Flashcards
- Practice Activities
- Lab Exercises
- Programming Chapters

Teaching Tools (available with Course ID)

- Chapter Outlines
- Lecture Slides in PowerPoint Format
- Test Bank
- Pre-populated Quizzes and Exams with Automatic Grading
- Hassle-free Gradebook
- Course Management Tools

eBook Resources

Chapter	Title	Knowledge Check Questions (ungraded)	Number of Animations	eBook Quiz Questions (graded)
1	The Big Picture	5	0	15
2	Binary Values and Number Systems	6	3	15
3	Data Representation	16	1	15
4	Gates and Circuits	15	1	15
5	Computing Components	4	1	15
6	Low-Level Programming Languages and Pseudocode	13	1	15
7	Problem Solving and Algorithms	18	2	15
8	Abstract Data Types and Subprograms	15	1	15
9	Object-Oriented Design and High-Level Programming Languages	12	1	15
10	Operating Systems	12	1	15
11	File Systems and Directories	8	0	15
12	Information Systems	9	1	15
13	Artificial Intelligence	16	1	15
14	Simulation, Graphics, Gaming, and Other Applications	9	1	15
15	Networks	9	1	15
16	The World Wide Web	10	1	15
17	Computer Security	11	1	15
18	Limitations of Computing	9	1	15

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