

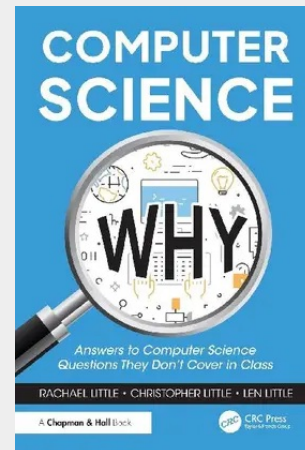
Little

Computer Science Why

Answers to Computer Science Questions They Don't Cover in Class

Computer Science Why is a book that presents a straightforward, curiosity-based approach to filling in the blanks around common, introductory material taught in Computer Science (CS) classes. If you have ever wondered "why is that?" about a programming phenomenon, historical tidbit, or common terminology, this book may have an answer that explains it. Questions include: - Why do computers have trouble with floating point numbers? - Why is it called Bluetooth? Why does it use that symbol? - Why is it called bootstrapping? - Why don't modifications to function parameters persist once the function returns? - Why do we use the QWERTY keyboard? - ... and many more. Perfect for both students and IT professionals, this book provides the clear "why" to answer so many unstated CS questions. Take any example in this book, from base 2 to time zones, and you will have an answer that cements your insight on the "why" of the topic, reinforcing your rote memorization with deeper understanding and insight.

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