

2007-2008 *NEW* CIT - Computer Concepts Titles

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2007 New Titles

- **WILLIAMS**
Using Information Technology, 7e88
ISBN-13: 978-0-07-226071-7 / MHID: 0-07-226071-8

2008 New Titles

- **O'LEARY**
Computing Essentials 2008 Complete, 19e.....90
ISBN-13: 978-0-07-110153-0 / MHID: 0-07-110153-5
- **O'LEARY**
Computing Essentials 2008 Introductory, 19e88
ISBN-13: 978-0-07-329468-1 / MHID: 0-07-329468-3

Brief Computer Concepts

International Edition



COMPUTING ESSENTIALS 2008 INTRODUCTORY EDITION

Nineteenth Edition

By Timothy J. O'Leary; Arizona State University, Linda I. O'Leary; Independent

2008 (February 2007) / Softcover / 416 pages

ISBN-13: 978-0-07-329468-1 / MHID: 0-07-329468-3

ISBN-13: 978-0-07-128640-4 / MHID: 0-07-128640-3 [IE]

Browse <http://www.mhhe.com/ce2008>

The O'Leary Series is one of the most trusted and effective resources for teaching and learning software applications and computer concepts. Computing Essentials 2008 is written by Tim O'Leary who teaches the course every year ensuring accurate up-to-date content for students, combining current topics and technology into a highly illustrated design geared to catch students' interest and motivate them. Students are given a streamlined, concise, attractive approach to the fundamental issues surrounding the personal computing environment.

NEW TO THIS EDITION

- Careers in IT – Each chapter includes a job description for a different career in Information Technology. These descriptions provide students with education requirements, as well as salary ranges.
- End of chapter material – The end of chapter material has been revised and redefined, making it easy for instructors and students to exercise different skill sets.
- Applying Technology: Making correlations between chapter material and real life.
- Expanding Your Knowledge: Citing sources other than the textbook to learn more about a specific topic, which encourages students to dig deeper to obtain a more technical understanding.
- Writing about Technology: Sharpening critical thinking, analysis, and writing skills by responding to technology-related issues such as privacy, security and ethics.
- New Application-Based Material – Features updated coverage of new Windows and Mac operating systems, expanded coverage of e-commerce and new material in the following thought-provoking sections: Look to the Future. Making IT Work for You. On the Web Explorations.
- Online Learning Center (OLC) is a website that follows the text chapter-by-chapter. OLC content is ancillary and supplementary germane to the textbook, as students read the book, they can go online to take self-grading quizzes, review material, or work through interactive exercises. OLCs can be delivered multiple ways – professors and students can access them directly through the textbook website, through PageOut, or within a course management system (i.e. WebCT, Blackboard, TopClass, or eCollege.)

FEATURES

Strong Concept Reinforcement: Concept Checks, Crossword Puzzles, Multiple-Choice, and Matching Exercises offer students the chance to become concept experts.

Relevant Research Motivation: Marginal notes embedded in each chapter ask students to research a topic in the chapter on the internet. Students also are offered advice regarding common technology-related problems through Tips boxes.

Visually Appealing Chapter Openers and Closers: Summaries for each chapter make it easy for students to review important concepts.

CONTENTS

Chapter 1 Information Technology, the Internet, and You. Chapter 2 The Internet, the Web, and Electronic Commerce. Chapter 3 Basic Application Software. Chapter 4 Specialized Application Software. Chapter 5 System Software. Chapter 6 The System Unit. Chapter 7 Input and Output. Chapter 8 Secondary Storage. Chapter 9 Communication and Networks. Chapter 10 Privacy and Security. Chapter 11 Your Future and Information Technology. Appendices. The Evolution of the Computer

Age. The Buyer's Guide: How to Buy Your Own Microcomputer System. The Upgrade's Guide: How to Upgrade Your Microcomputer System.

International Edition



USING INFORMATION TECHNOLOGY

Seventh Edition

By Brian Williams, Deakin University, and Stacey Sawyer

2007 (March 2006) / Softcover / 512 pages

ISBN-13: 978-0-07-226071-7 / MHID: 0-07-226071-8

ISBN-13: 978-0-07-110768-6 / MHID: 0-07-110768-1 [IE]

Browse <http://www.mhhe.com/uit7e>

Using Information Technology, 7e covers the fundamental computing concepts that are part of the digital age, including software, hardware, data, people, and procedures along with expanded coverage on Security and ethics. The text centers on educating today's technology consumer, using themes of ethics, the Internet, and communications to demonstrate how the changing world of technology influences our lives and the decisions we make.

NEW TO THIS EDITION

- Emphasis on CUTTING-EDGE CURRENCY: Users and reviewers have applauded the fifth edition for being more up to date than other texts. The Complete Version, for example, ends many chapters with a forward-looking section that offers a preview of technologies to come.
- New material on cyborgs, E-911, 3G wireless, Intel P4 chip, touch-screen voting, WiFi, etc.
- "Click-along" feature carries currency to a new level by offering updates to material throughout the life of the book.

FEATURES

- Expanded coverage of Security: New Security icon in the margins indicates discussions of computer and communications security.
- Expanded coverage of Ethics: Ethics icon in the margins highlight important ethical matters throughout the book.
- More Info! These internet related margin items ask students questions about content in the current section of the text book that suggest where students can go on the internet to find answers. These items teach students search skills and provide more information about specific topics. Web Exercises at the end of the chapter extend this activity.
- Why It's Important" end of chapter summaries provide not only definitions of all the key terms, but also a concise explanation of why each term is important and relevant for the student.
- New and different Internet Exercises: Additional Stage 3 learning activities have been created as interesting Internet activities.
- Emphasis on PRACTICALITY: Practical advice, of the sort found in newspaper technology sections, is expressed in the following ways:
 - In-Text: Early discussion of Internet in Chap. 2, explanation of PC ad in hardware chapters, and discussion of "e-concepts" throughout)
 - End-of-chapter Experience Boxes: Example- "Should You Upgrade to Windows XP or Mac OS X?"
 - In-chapter Practical Action boxes: Example- "Tips for Managing Your E-Mail"
 - New to this edition: Survival Tips in page margins: Example- "When Your PC Freezes Up"
 - Integration of Ethics: Throughout the text, not just in a final chapter or boxes
- Emphasis on READABILITY & LEARNING REINFORCEMENT: The text offers several features for motivating and helping unmotivated students:
 - Interesting (i.e., people-oriented) writing
 - Student Guide preceding Chap. 1 with tips on how to succeed with the text and the course
 - Material in bite-size portions
 - Key terms AND definitions all in boldface
 - Key questions (instead of learning objectives) to help students read with purpose
 - Concept Checks throughout text so readers can check their retention

- Photos showing unusual and interesting computer uses
- Pedagogically helpful artwork
- Innovative end-of-chapter summaries that describe why a concept or term is important
- Chapter Review with 3 levels of review questions

CONTENTS

Chapter 1: Introduction to Information Technology: Your Digital World. Chapter 2 The Internet & the World Wide Web: Exploring Cyberspace. Chapter 3 Application Software For Your Productivity and Creativity. Chapter 4 System Software: The Power Behind the Power. Chapter 5 Hardware: The CPU & Storage: How to Buy a Multimedia Computer System. Chapter 6 Hardware: Input & Output. Taking Charge of Computing & Communications. Chapter 7 Networks & Communications, The "New Story" in Computing. Chapter 8 Files, Databases, & E-Commerce: Digital Engines for the New Economy. Chapter 9 The Challenges of the Digital Age: Society & Information Technology Today. Chapter 10 The Promises of the Digital Age Society & Information Technology Tomorrow

International Edition

PETER NORTON'S COMPUTING FUNDAMENTALS

Sixth Edition

by Peter Norton

2006 / Softcover / 512 pages

ISBN-13: 978-0-07-297847-6 / MHID: 0-07-297847-3

ISBN-13: 978-0-07-111715-9 / MHID: 0-07-111715-6 [IE]

Peter Norton is an acclaimed computer software entrepreneur who is active in civic and philanthropic affairs. He serves on the boards of several scholastic and cultural institutions and currently devotes much of his time to philanthropy. Mr. Norton made his mark in the computer industry as a programmer and businessman. Norton Utilities™, Norton Antivirus™, and other utility programs are installed on millions of computer worldwide. He is also the best selling author of computer books. Mr. Norton sold his PC-software business to Symantec Corporation in 1990 but continues to write and speak on computers, helping millions of people better understand information technology.

NEW TO THIS EDITION

- Revised and Updated: Completely revised and updated to cover new technologies and adapt to our quickly changing world.
- Improved Design: Improved four-color designed sporting a cleaner, more open look with vivid photographs and illustrations.
- Sensible organization: Each book consists of units, each divided into 2 sections that enable instructors to more flexibly adapt the book to their course and visa versa.
- New "At Issue" Features: All new articles written by Business Week IT columnists, spotlighting trends in information technology. These new articles will offer compelling looks at how technology is used in to help people do their work or make their lives better.
- New "Computer Career" Articles: Interviews with real IT professionals will put a human face to the many exciting career IT career opportunities available.
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Chapter 1: Introducing Computer Systems. Chapter 2: Presenting the Internet. Computing Keynotes #1: Creating Your Own Web Page. Chapter 3: Interacting with Your Computer. Chapter 4: Seeing, Hearing, and Printing Data. Computing Keynotes #2: Buying Your First Computer. Chapter 5: Processing Data. Chapter 6: Storing Data. Chapter 7: Using Operating Systems. Chapter 8: Working with Application Software. Chapter 9: Networks. Chapter 10: Working in the Online World. Computing Keynotes #3: Professional Certification Programs. Chapter 11: Development of Information Systems. Chapter 12: Protecting Your Privacy, Your Computer, and Your Data. Computing Keynotes#4: Viruses. Appendix A: The History of Microcomputers. Appendix B: Answers to Self-Checks. Glossary. Index

PETER NORTON'S ESSENTIAL CONCEPTS, STUDENT EDITION

Sixth Edition

by Peter Norton

2006 / Softcover / 288 pages

ISBN-13: 978-0-07-297849-0 / MHID: 0-07-297849-X

NEW TO THIS EDITION

- Revised and Updated: Completely revised and updated to cover new technologies and adapt to our quickly changing world.
- Improved Design: Improved four-color designed sporting a cleaner, more open look with vivid photographs and illustrations.
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Chapter 1: Introducing Computer Systems: Lesson 1A: Exploring Computers and Their Uses. Lesson 1B: Interacting with Your Computer. Chapter 2: Presenting the Internet: Lesson 2A: The Internet and the World Wide Web. Lesson 2B: E-Mail and Other Internet Services. Computing Keynotes #1: Creating Your Own Web Page. Chapter 3: Computing Alone and in Groups: Lesson 3A: Transforming Data into Information. Lesson 3B: Networking Basics. Chapter 4: Introduction to Software: Lesson 4A: Operating System Basics. Lesson 4B: Productivity Software. Computing Keynotes #2: Viruses. Chapter 5: Living in the Online World: Lesson 5A: Doing Business in the Online World. Lesson 5B: Staying Safe in the Online World. Appendix A: The History of Microcomputers. Appendix B: Answers to Self-Checks. Glossary. Index

International Edition

COMPUTERS, COMMUNICATIONS, AND INFORMATION CORE WITH POWERWEB AND INTERACTIVE COMPANION 3.0

Seventh Edition

by Sarah Hutchinson-Clifford and Brian Sawyer

2000 / 384 pages

ISBN-13: 978-0-07-250812-3 / MHID: 0-07-250812-4

ISBN-13: 978-0-07-116960-8 / MHID: 0-07-116960-1 [IE, text only]

<http://www.mhhe.com/cit/concepts/cci7e/main.mhtml>

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Chapter 1 Overview: The Foundation for Your Future. Chapter 2 Processing Hardware: Turning Data into Something You Can Use. Chapter 3 Input/Output Hardware: Interfaces Between You and the Computer. Chapter 4 Storage Hardware: Preserving Data and Information. Chapter 5 System Software: The Director. Chapter 6 Applications Software: The User's Tools. Chapter 7 Communications Technology: Starting Along the Information Superhighway. Chapter 8 The Internet and the World Wide Web: Working Online

Comprehensive Computer Concepts

International Edition



COMPUTING ESSENTIALS 2008, COMPLETE EDITION

Nineteenth Edition

by Timothy J. O'Leary; Arizona State University-Tempe, and Linda I. O'Leary; Independent

2008 (February 2007) / Softcover / 560 pages

ISBN-13: 978-0-07-110153-0 / MHID: 0-07-110153-5 [IE]

Browse <http://www.mhhe.com/ce2008>

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International Edition

PETER NORTON'S INTRODUCTION TO COMPUTERS

Sixth Edition

by Peter Norton

2006 / Softcover / 640 pages

ISBN-13: 978-0-07-297890-2 / MHID: 0-07-297890-2

ISBN-13: 978-0-07-111716-6 / MHID: 0-07-111716-4 [IE]

NEW TO THIS EDITION

- Revised and Updated: Completely revised and updated to cover new technologies and adapt to our quickly changing world. Internet applications are covered earlier in the text while new and updated coverage is provided about the architecture of the Internet.
- New!: Chapter devoted to information security that helps student understand how best to protect themselves and their computer systems.
- Updated!: Chapter on database management includes new coverage of enterprise systems and Web databases, such as Oracle and MySQL.
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International Edition

COMPUTING ESSENTIALS 2006, COMPLETE EDITION

Seventeenth Edition

by Timothy J O'Leary, Arizona State University - Tempe and Linda I O'Leary, Independent

2006 (January 2005) / Softcover

ISBN-13: 978-0-07-226156-1 / MHID: 0-07-226156-0
(with Student CD)

ISBN-13: 978-0-07-124967-6 / MHID: 0-07-124967-2 [IE]

Computing Essentials 2005 offers a unique, visual orientation that gives students a basic understanding of computing concepts. Computing Essentials 2005 is one of the few books on the market that is written by a professor who still teaches the course every semester and loves it. While combining current topics and technology into a highly illustrated design geared to catch students' interest and motivate them, this text provides an accurate snapshot of computing today. When bundled with software application lab manuals, students are given a complete representation of the fundamental issues surrounding the personal computing environment.

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International Edition

I-SERIES: COMPUTING CONCEPTS, COMPLETE EDITION

Second Edition

by Stephen Haag, University of Denver, Maeve Cummings, Pittsburg State University, and Alan Rea, Western Michigan University, Kalamazoo

2004 / 576 pages

ISBN-13: 978-0-07-283411-6 / MHID: 0-07-283411-0

ISBN-13: 978-0-07-121467-4 / MHID: 0-07-121467-4 [IE]

Overview: This exciting and innovating concepts text emphasizes all that is current, cutting-edge, and interesting to students in the introductory course. Focusing specifically on users, consumers and purchasers of technology, this text provides a no-nonsense coverage of the absolute essentials for using technology in today's wired (and wireless!) world. The I-Series offers excellent coverage of the basics, as well as extensive information on building a Web site, E-Commerce, implications of technological advances, buying your first PC, maintaining a computer system, and more. Each chapter also contains coverage of ethics, security, and privacy.

CONTENTS

1 Computers In Your Life Today: Are You Ready To Become Wired? 2 The World Wide Web And The Internet: How Vast Is Your Virtual Imagination? 3 Application Software and Digital Media: What Can Your Computer Do For You? 4 System Software, Virus Protection and File Management: What Software Runs Your Hardware? 5 Input, Output and Storage: What Kind of Peripheral Devices Would Suit Your Needs? 6 Computer Architecture: How Does a Computer Work? 7 The Nuts and Bolts of Networks: How Can You Use Networks to Your Advantage? 8 E-Commerce and Web Site Development: How Do You Harness the Power of the Web? 9 Ethics, Security, and Privacy: What's Right, What's Wrong, and How Can You Protect Yourself? 10 Databases and Data Warehouses: How Do You Organize Large Amounts of Information? 11 Emerging Technologies: Can

You See Them Coming? 12 Systems Development: Why Is Packaged Software Sometimes Not Enough? 13 Computer Programming: How Can You Create Your Own Software? 14 Organizational Information Systems: Why Are Computers the Heavy Artillery in Business? 15 Computer Brainpower: How Can You Use Your Computer to Help You Think?

Software

International Edition

INTERACTIVE COMPANION CD-ROM VERSION 3.0

by McGraw-Hill

2000

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