ICICS/Computer Science Reading Room Course Reserves

The following (physical) textbooks are available by request on 4-week loan.

Requests can be sent to campus locations, including residences. You may also arrange pickup outside of the Computer Science building (2366 Main Mall). Please contact us.

CPSC 121/221

Discrete mathematics with applications. 4th ed. / Susanna S. Epp

Student Solutions Manual for Discrete mathematics with applications. 4th ed. / Susanna S. Epp

CPSC 221

Data abstraction & problem solving with C++: walls and mirrors. 7th ed. / Frank M. Carrano, Timothy M. Henry

CPSC 304

Database management systems. 3rd ed. / Raghu Ramakrishnan, Johannes Gehrke

CPSC 320

Algorithm design / Jon Kleinberg, Eva Tardos

CPSC 344/444

Interaction design: beyond human-computer interaction. 4th ed. / Jenny Preece, Yvonne Rogers, Helen Sharp

CPSC 425

Computer vision: a modern approach. 2nd ed. / David A. Forsyth, Jean Ponce

Online Textbooks and References

Here is a preliminary list of some licensed or open access course textbooks and reference books that may be useful. (This list is for your information, but it is not an indication that these books are currently being used or will be used in the future.)

CPSC 103/110

How to design programs: an introduction to programming and computing. 2nd ed. / Matthias Felleisen, Robert Bruce Findler, Matthew Flatt, and Shriram Krishnamurthi

*optional textbook
CPSC 121/221

Bebop to the Boolean boogie: an unconventional guide to electronics fundamentals, components, and processes / Clive Maxfield
*suggested reference in some sections

The Book of Proof. 3rd ed. / Richard Heath Hammack
*suggested reference

CPSC 210

The Java tutorial: a short course on the basics. 6th ed. / Raymond Gallardo, Scott Hommel, Sowmya Kannan, Joni Gordon, Sharon Biocca Zakhour
*optional textbook

CPSC 261

Principles of computer system design: an introduction / Jerome H. Saltzer, M. Frans Kaashoek
*required textbook

CPSC 302, 303

A first course in numerical methods / Uri M. Ascher, Chen Greif
*required textbook

CPSC 311

Programming languages: application and interpretation / Shriram Krishnamurthi
*required textbook in some sections

CPSC 314

Foundations of 3D computer graphics / Steven J. Gortler
*optional textbook in previous years

Fundamentals of computer graphics. 4th ed. / Steve Marschner, Peter Shirley
*optional textbook in previous years

*suggested reference in some sections

WebGL programming guide: interactive 3D graphics programming with WebGL / Kouichi Matsuda, Rodger Lea
*suggested reference in some sections
CPSC 320
Introduction to algorithms. 3rd ed. / Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein
*suggested reference

CPSC 322/340/522
Artificial intelligence : foundations of computational agents. 2nd ed. / David L. Poole, Alan K. Mackworth
*optional textbook

CPSC 340
The elements of statistical learning : data mining, inference, and prediction. 2nd ed. / Trevor Hastie, Robert Tibshirani, Jerome Friedman
*suggested reference

Machine learning : a probabilistic perspective / Kevin P. Murphy
*suggested reference

Mining of massive datasets. 2nd ed. / Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman
*suggested reference

CPSC 344/444/544
Interaction Design : Beyond Human-Computer Interaction. 5th ed. / Helen Sharp, Jennifer Preece, and Yvonne Rogers
*required textbook (newest edition)

CPSC 406
Numerical optimization. 2nd ed. / Jorge Nocedal, Stephen J. Wright
*suggested reference

CPSC 410
Software architecture : foundations, theory, and practice / Richard N. Taylor, Nenad Medvidović, Eric M. Dashofy
*suggested reference for some sections

Visual complexity : mapping patterns of information / Manuel Lima
*suggested reference for some sections

CPSC 416
The Go programming language / Alan A. A. Donovan, Brian W. Kernighan
*optional textbook

Programming in Go : creating applications for the 21st century / Mark Summerfield
*optional textbook
CPSC 418

The art of multiprocessor programming / Maurice Herlihy, Nir Shavit
*suggested reference

An introduction to parallel programming / Peter S. Pacheco
*suggested reference

Programming massively parallel processors : a hands-on approach. 3rd ed. / David B. Kirk, Wen-mei W. Hwu
*required textbook

CPSC 425

Multiple view geometry in computer vision. 2nd ed. / Richard Hartley, Andrew Zisserman
*suggested reference

CPSC 426

Computer animation : algorithms and techniques. 3rd ed. / Rick Parent
*optional textbook in previous years

CPSC 445/545

Bioinformatics : the machine learning approach. 2nd ed. / Pierre Baldi, Soren Brunak
*suggested reference in previous years

Biological sequence analysis : probabilistic models of proteins and nucleic acids / Richard Durbin
*optional textbook in previous years

Problems and solutions in biological sequence analysis / Mark Borodovsky and Svetlana Eksheva
*suggested reference in previous years