Books

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                 <author role="aut"><!-- %%mandatory field -->

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                       <surname>Moller</surname>

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                    <affiliation ref="#struct-36731"></affiliation>

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                 <author role="aut"><!-- %%mandatory field -->

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                       <forename type="first">Georg</forename>

                       <surname>Struth</surname>

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                    <affiliation ref="#struct-205974"></affiliation>

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                 <abstract xml:lang="en">This engaging textbook presents the fundamental mathematics and modelling techniques for computing systems in a novel and light-hearted way, which can be easily followed by students at the very beginning of their university education. Key concepts are taught through a large collection of challenging yet fun mathematical games and logical puzzles that require no prior knowledge about computers. The text begins with intuition and examples as a basis from which precise concepts are then developed; demonstrating how, by working within the confines of a precise structured method, the occurrence of errors in the system can be drastically reduced.</abstract>

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