

---

# READING LIST

---

## OBJECTS FIRST WITH JAVA

-DAVID J BARNES & MICHAEL KOLLING

- This is the course textbook for 4CCS1PPA Programming Practice and Applications.
- It goes over the programming concepts that are in the lectures in a little more detail, as well as some programming tasks to show us how the concepts are handled

## DISCRETE MATHEMATICS AND ITS APPLICATIONS

-KENNETH H. ROSEN

- This is an optional book for 4CCS1FC1 Foundations of Computing 1 and 4CCS1ELA Elementary Logic and Application.
- It explains the concepts explored in these modules in a lot more detail, explaining how and why a concept works, and some extra exercises to help with revision of the topic.

## ESSENTIALS OF COMPUTER ORGANIZATION AND ARCHITECTURE

-LINDA NULL & JULIA LOBUR

- This is the course textbook for 4CCS1CS1 Computer Systems.
- The book provides real-world examples of the ideas explained in the lectures and some further explanation of concepts, and some concepts that may not have been introduced within the scope of the module, but are still beneficial to understanding the lecture material.

## DESIGN PATTERNS – ELEMENTS OF REUSABLE OBJECT-ORIENTED SOFTWARE

- GANG OF FOUR

- This is one of the course textbooks for 4CCS1ISE Introduction to Software Engineering
- There isn't enough time to provide an explanation of all the design patterns involved in software engineering, so the lecture material briefly glances at the relevant ones. The book goes into much further detail into all the design patterns, including ones that weren't mentioned in the lecture material.