Computer Science 32, Required Reading

Contents of this Reader

1. Introduction to operating systems, Unix and shells. Sarwar, S.M., Koretsky, R. and Sarwar, S.A. (2005), *Unix: the textbook, Second Edition*, Chapters 1-4 (parts), pp. 38-42, 46-50, 54-67, and 70-78. Pearson Education, Inc.

2. "Thinking Object-Oriented," "Abstraction," and "Object-Oriented Design." Budd, Timothy (2002), *An Introduction to Object-Oriented Programming, Third Edition*, Chapters 1-3, pp. 1-71. Addison Wesley Longman, Inc.

3. "Processes." Sarwar, et al., op. cit. Chapter 13, pp. 334-362.

4. "Unix Programming Tools." Parlante, Nick (2001), document #107 in the Stanford CS Education Library, http://cslibrary.stanford.edu/.

5. "Program Building." Hoover, Adam (2010), *System Programming with C and Unix*, Section 6.1, pp. 172-185. Pearson Education, Inc.

6. "From Source File to Executable File," "Variables and Objects; Pointers and Addresses," "Dynamic Allocation and Deallocation of Memory," "Classes and Objects." Franek, Frantisek (2004), *Memory as a Programming Concept in C and C++*, Chapters 2-4, 8, pp. 7-17, 21-39, 45-50, and 106-116. Cambridge University Press.

7. "Libraries." Hoover, op. cit. Chapter 8, pp. 255-291.

Required Textbook

Major portions of the following textbook are also required reading for CS 32: Savitch, Walter (2012), *Problem Solving with C++, 8th Edition*. Addison-Wesley.

Required chapters and sections will be assigned in lectures.