

# WINTER 2016 TEXTBOOK LIST

Course	Title	Required Textbook ( <i>optional textbooks indicated by *</i> )
EECS 1022 M,P 3.0	<b>Introduction to Software Development</b>	<u>Android Boot Camp for Developers Using Java Comprehensive, 3<sup>rd</sup> Ed.</u> by Corinne Hoisington ISBN: 9781305857995
EECS 1028M 3.0	<b>Discrete Math Engineers</b>	<u>Discrete Mathematics and Its Applications, 7<sup>th</sup> Ed.</u> by Kenneth Rosen ISBN: 9780073383095
EECS 1520 (all sections) 3.0	<b>Computer Use Fundamentals</b>	<u>Computer Science Illuminated 6<sup>th</sup> Ed.</u> by Nell Dale ISBN: 9781284055917
EECS 1540M 3.0	<b>Computer Use for the Natural Sciences</b>	<u>D is for Digital.</u> By Brian Kernighan ISBN: 9781463733896 <i>*optional text*</i>
EECS 1541M 3.0	<b>Computing for the Physical Sciences</b>	<u>MATLAB: A Practical Introduction to Programming and Problem Solving, 3<sup>rd</sup> Ed.</u> by Stormy Attaway ISBN: 9780124058767
EECS 1560M 3.0	<b>Computing for Math and Statistics</b>	<u>MATLAB: An Introduction with Applications, 5<sup>th</sup> Ed.</u> by Amos Gilat ISBN: 9781118629864
EECS 1720M 3.0	<b>Building Interactive Systems</b>	<u>Java by Abstraction, 4<sup>th</sup> Ed.</u> by H. Roumani ISBN: 9781269950305
EECS 2001Z 3.0	<b>Introduction to the Theory of Computation</b>	<u>Introduction to the Theory of Computation, 3<sup>rd</sup> Ed.</u> by Michael Sipser ISBN: 9781133187790
EECS 2011Z 3.0	<b>Fundamentals of Data Structures</b>	<u>Data Structures and Algorithms in Java, 6<sup>th</sup> Ed.</u> by Goodrich, Tamassia and Goldwasser ISBN: 9781118771334
EECS 2021Z 4.0	<b>Computer Organization</b>	<u>Computer Organization and Design: the Software/Hardware Interface, 5<sup>th</sup> Ed.</u> by Patterson and Hennessy ISBN: 9780124077263
EECS 2031Z 3.0	<b>Software Tools</b>	<u>Practical Programming in the Unix Environment</u> by Brian Kernighan and Rob Pike ISBN: 9780536749963  <u>C Programming Language, 2<sup>nd</sup> Ed.</u> by Kernighan and Ritchie ISBN: 9780131103627 <i>*optional text*</i>  <u>C Programming, 2<sup>nd</sup> Ed.</u> by K.N. King ISBN: 9780393979503 <i>*optional text*</i>
EECS 2210Z 3.0	<b>Electronic Circuits and Devices</b>	<u>Microelectronic Circuits, 7<sup>th</sup> Ed.</u> by Sedra and Smith ISBN: 9780199339136

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EECS 2602Z 3.0	<b>Signals and Systems in Continuous Time</b>	<u>Continuous and Discrete Time Signals and Systems</u> by Mandal and Asif ISBN: 9780521854559
EECS 3101Z 3.0	<b>Design and Analysis of Algorithms</b>	<u>Introduction to Algorithms, 3<sup>rd</sup> Ed.</u> by Cormen, Leiserson, Rivest and Stein ISBN: 9780262033848
EECS 3214M 3.0	<b>Computer Network Protocols and Applications</b>	<u>Computer Networking: A Top-Down Approach, 6<sup>th</sup> Ed.</u> by Kurose and Ross ISBN: 9780132856201
EECS 3215Z 3.0	<b>Embedded Systems</b>	<u>Embedded System Design</u> by Frank Vahid and Tony Civargis ISBN: 9780471386780
EECS 3221Z 3.0	<b>Operating System Fundamentals</b>	<u>Operating System Concepts, 9<sup>th</sup> Ed.</u> by A. Silberschatz, P.B. Galvin and G. Gagne ISBN: 9781118063330
EECS 3401M 3.0	<b>Introduction to AI and Logic Programming</b>	<u>Artificial Intelligence: A Modern Approach, 3<sup>rd</sup> Ed.</u> by Russell and Norvig ISBN: 9780136042594
EECS 3482M 3.0	<b>Introduction to Computer Security</b>	<u>Computer Security : Principles and Practice, 3<sup>rd</sup> Ed.</u> by William Stallings and Lawrie Brown ISBN: 9780133773927
EECS 4101M 3.0	<b>Advanced Data Structures</b>	<u>Introduction to Algorithms, 3<sup>rd</sup> Ed.</u> by Cormen ISBN: 9780262033848
EECS 4215M 3.0	<b>Mobile Communications</b>	<u>Mobile Communications, 2<sup>nd</sup> Ed.</u> by J. Schiller ISBN: 9780321123817
EECS 4313Z 3.0	<b>Software Engineering Testing</b>	<u>Software Testing: A Craft.</u> by Russell and Norvig ISBN: 9780136042594  <u>Introduction to Software Testing</u> by Ammann and Offutt ISBN: 9780521880381
EECS 4315Z 3.0	<b>Mission-Critical Systems</b>	<u>Principles of Model Checking</u> by Christian Baier and Joost-Pieter Katoen ISBN: 9780262026499
EECS 4411M 3.0	<b>Database Management Systems</b>	<u>Database Management Systems, 3<sup>rd</sup> Ed.</u> by Ramakrishnan and Gehrke ISBN: 9780072465631

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EECS 4421Z 3.0	<b>Introduction to Robotics</b>	<u>Computational Principles of Mobile Robotics, 2<sup>nd</sup> Ed.</u> by Gregory Dudek and Michael Jenkin ISBN: 9780521692120
EECS 4431M 3.0	<b>Advanced Topics in 3D Computer Graphics</b>	<u>OpenGL 4 Shading Language Cookbook, 2<sup>nd</sup> Ed.</u> by David Wolff ISBN: 9781782167020
EECS 4491M 3.0	<b>Computer Games: Simulation and Animation</b>	<u>Computer Animation, 3<sup>rd</sup> Ed.</u> by Rick Parent ISBN: 9780124158429
EECS 4612Z 3.0	<b>Digital VLSI</b>	<u>CMOS VLSI Design, 4<sup>th</sup> Ed.</u> by Neil Weste and David Harris ISBN: 9780321547743
EECS 4641Z 3.0	<b>Introduction to Medical Devices</b>	<u>Medical Instrumentation, 4<sup>th</sup> Ed.</u> by Webster ISBN: 9780471676003
CSE 6329M 3.0	<b>Advanced Human-Computer Interaction</b>	<u>Human-Computer Interaction: An Empirical Research Perspective</u> by I.S. MacKenzie ISBN: 9780124058651
CSE 6444M 3.0	<b>Mining Software Engineering Data</b>	<u>Sharing Data and Models in Software Engineering</u> by Tim Menzies and Ekrem Kocaguneli ISBN: 9780124172951