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Nota di contenuto	Cover -- Preface -- Contents -- Location of VideoNotes in the Text -- Online Labs -- Part 1: Becoming Skilled at Computing -- Part 1: Introduction -- Chapter 1: Defining Information Technology Terms of Endearment -- Computation's Greatest Hits -- Digitizing Information -- Stored-Program Computers -- The Switch to Transistors -- Integrated Circuits -- "Personal" Computers -- The Internet -- HTTP and the World Wide Web -- Layered Software Development -- The Great Part of the Greatest Hits -- Terms of Endearment -- Tech Support -- Anchoring Knowledge -- Computers, Software, Algorithms -- Find the Computer -- Software -- Algorithms -- The Words for Ideas -- "Abstract" -- "Generalize" -- "Operationally Attuned" -- "Mnemonic" -- Summary -- Try It Solutions -- Review Questions -- Multiple Choice -- Short Answer -- Exercises -- Chapter 2: Exploring the Human-Computer Interface Face It, It's a Computer -- A Few Useful Concepts -- Feedback -- Consistent Interface -- New Instance -- Perfect Reproduction -- An Exact Duplicate -- Copying -- What We See and What We Think -- Metaphors -- The Desktop -- The Touch Metaphor -- Relationship Between Metaphors -- Summary of Metaphors -- Summary -- Try It Solutions -- Review Questions -- Multiple Choice -- Short Answer -- Exercises -- Chapter 3: The Basics of Networking Making the Connection -- Comparing Communication Types -- General Communication -- The Internet's Communication Properties -- The Client/Server Structure -- Appearing to Stay

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	The End of the Phishing Story -- Protecting Intellectual Property -- Licensing of Software -- Open Source Software -- Copyright on the Web -- Violating the Copyright Law -- Creative Commons. Allow Copying and Distribution.
Sommario/riassunto	For the introduction to Computer Science course Fluency with Information Technology: Skills, Concepts, and Capabilities equips readers who are already familiar with computers, the Internet, and the World Wide Web with a deeper understanding of the broad capabilities of technology. Through a project-oriented learning approach that uses examples and realistic problem-solving scenarios, Larry Snyder teaches readers to navigate information technology independently and become effective users of today's resources, forming a foundation of skills they can adapt to their personal and career goals as future technologies emerge. Teaching and Learning Experience This program presents a better teaching and learning experience-for you and your students. Skills, Concepts, and Capabilities Promote Lifelong Learning: Three types of content prepare students to adapt to an ever-changing computing environment. Engaging Features Encourage Students to become Fluent with Information Technology (FIT): Interesting hints, tips, exercises, and backgrounds are located throughout the text. Student and Instructor Resources Enhance Learning: Supplements are available to expand on the topics presented in the text.