Fluency With Information Technology
Skills, Concepts, & Capabilities
SIXTH EDITION
Lawrence Snyder
Fluency With Information Technology: Global Edition

Table of Contents

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
    Computations 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, Its a Computer
    A Few Useful Concepts
      Feedback
      Consistent Interface
Table of Contents

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 Internets Communication Properties
   The Client/Server Structure
   Appearing to Stay Connected
The Medium of the Message
   The Name Game of Computer Addresses
   Following Protocol
   Far and Near: WAN and LAN
   Connecting Your Computer to the Internet
   Domains and the DNS
   DNS Summary
The World Wide Web
   Requesting a Web Page
   The Internet and the Web
   Describing a Web Page
File Structure
   Directory Hierarchy
   Organizing the Folder
Summary
Try It Solutions
Review Questions
   Multiple Choice
   Short Answer
   Exercises

Chapter 4: A Hypertext Markup Language Primer Marking Up with HTML
Marking Up with HTML
   Formatting with Tags
Table of Contents

Tags for Bold and Italic
  Required Tags
Lab Practice I
  Firefox
  Text Editor
  Hello, World!
  Save This Page
  Practicing in the Lab
Structuring Documents
  Headings in HTML
  HTML Format Versus Display Format
  White Space
  Attributes
  Brackets in HTML: The Escape Symbol
  Accent Marks in HTML
Lab Practice II
  Compose and Check
  Markup Validation Service
Get Into Style with CSS
  A Place for Style
  Styling Background and Paragraph
  CSS Styling
  Designing the Paradoxes Page
Marking Links and Images
  Two Sides of a Hyperlink
  Structure of the Image Tag
Referring to Files
  Referring to Pages and Images
Span, Lists, Tables, and Boxes
  Span
  Lists Tags
  Handling Tables
  The Box Model
Cascading Style Sheets
  Style in Many Places
  Globally Speaking
  The Cascade
Styling with Class
  A class Attribute
  An Alternate Class
Hovering Above Links
  Navigation Bars
HTML Wrap-Up
  Gradient Background
  Easy Enough for a Computer
Summary
# Table of Contents

Try It Solutions  
Review Questions  
  Multiple Choice  
  Short Answer  
  Exercises  

Chapter 5: Locating Information on the WWW The Search for Truth  
  Web Search Fundamentals  
    How a Search Engine Works  
    Multiword Searches  
    Descriptive Terms  
    Page Rank  
  Advanced Searches  
    The Logical Operator AND  
    Complex Queries  
    Combining Logical Operators  
    Restricting Global Search  
    Focused Searches  
  Web Searching  
    Selecting Search Terms  
    The Anatomy of a Hit  
    Using the Hit List  
    Once You Find a Likely Page  
    Searching Strategy Summary  
    Bing Search  
  Authoritative Information  
    Don’t Believe Everything You Read  
    Wikipedia  
    What is Authoritative?  
    Authoritative Sources  
  Truth or Fiction?  
    Site Analysis  
    Tough Work  
  Summary  

Chapter 6: An Introduction to Debugging To Err Is Human  
  Precision: The High Standards of Computing  
    Be Accurate  
    Be Observant  
  Debugging: What’s the Problem?  
    Debugging in Everyday Life  
    Debugging in Information Technology
Table of Contents

Whose Problem is It?
Using the Computer to Debug
A Dialog About Debugging
Debugging Recap
Fixing HTML Bugs: A Case Study
   Look At the Page Closely
   Focusing the Search
   Nearly Perfect
   Debugging the JJK Page: A Postmortem
No Printer Output: A Classic Scenario
   Applying the Debugging Strategy
   Pressing On
   The Print Queue
   Calling Tech Support?
Ensuring the Reliability of Software
   Safety-Critical Applications
   Fail-Soft and Fail-Safe Software
Community Debugging
Summary
Try It Solutions
Review Questions
   Multiple Choice
   Short Answer
   Exercises
Interview with Vinton G. Cerf

Part 2: Algorithms and Digitizing Information
Part 2: Introduction
Chapter 7: Representing Information Digitally Bits and the Why of Bytes
   Digitizing Discrete Information
      Limitation of Digits
      Alternative Representations
      Symbols, Briefly
      Ordering Symbols
   Information Representation
      Beyond the Physical World
      Memory
      Bits in Computer Memory
   Binary and Hex
      Binary
      Hex
      Changing Hex Digits to Bits and Back Again
   Digitizing Numbers in Binary
      Binary Numbers Compared with Decimal Numbers
   Digitizing Text
Table of Contents

OCR Technology
Multimedia Challenges
  The Challenge of Latency
  The Challenge of Bandwidth
Bits Are It
  Bits: The Universal Medium
  Bits: Bias-Free
  Bits Are Not Necessarily Binary Numbers
Summary
Try It Solutions
Review Questions
  Multiple Choice
  Short Answer
  Exercises

Chapter 9: Principles of Computer Operations Following Instructions

There's an App for That
  The Usual Suspects
Software Isn't So Hard
  Deciding On What to Do
  Software Layers
Instruction Execution Engine
  The Fetch/Execute Cycle
  Anatomy of a Computer
  Input Unit and Output Unit
  Machine Instructions
The Program Counter: The PC's PC
  Address of the Next Instruction
  Branch and Jump Instructions
Instruction Execution
  Stepping Through ADD
  The Clocks Ticking
  Many, Many Simple Operations
Translation
  Assembly Language
  Compiling
Integrated Circuits
  Miniaturization
  Integration
  Photolithography
How Semiconductor Technology Works
  Field Effect
  Semiconducting Elements
  Field Effect Transistors
  Implementing ALU Operations
Combining the Ideas
Table of Contents

Netiquette
Specific Guidelines for Email
Please, Don't Be Offended

Expect the Unexpected
The Onion
Suspicious Activity

Creating Good Passwords
The Role of Passwords
How Passwords Work
Poor Passwords
Creating Quality Passwords
Easy to Remember
Hard to Guess
Managing Passwords

Spam
Controlling Spam

Scams
Nigerian Widow Scam
Phishing
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
What to Keep, What to Give
Creative Commons Summary

Summary

Try It Solutions

Review Questions
Multiple Choice
Short Answer
Exercises

Chapter 12: Privacy and Digital Security Shhh, It's a Secret
Privacy and Technology
Modern Devices and Privacy
Information Sources and Uses
Controlling the Use of Information

A Privacy Definition
Enjoying the Benefits of Privacy
Voluntary Disclosure

Fair Information Practices
OECD Fair Information Practices
Table of Contents

Is There No Privacy?
  Who is Protected?
  Business as Usual
  Targeted by Target
  Government, as Usual

Tracking
  Online Tracking
  Cell Phones

Cookies
  Appearing To Stay Connected
  The Right to Be Forgotten
  Identity Theft

Digital Security
  Understanding the Problem
  Terms and Jargon
  What Does Malware Do?

Prevention
  Play It Safe
  Safe Computing Checklist
  Oops, Now I've Done It!
  Plan of Action

Encryption
  The Key to Encryption
  Keys
  Encrypting Example
  Private Key Encryption
  Public Key Encryption
  The Genius of PKC
  The Take-Home Message
  Factoring is Hard
  Back to the Coffee Shop

Redundancy Is Very, Very, Very Good
  Protecting Your Data
  Backups and Recovery

Summary

Try It Solutions

Review Questions
  Multiple Choice
  Short Answer
  Exercises

Chapter 13: The Basics of Spreadsheets Fill-in-the-Blank Computing

Arranging Information
  An Array of Cells
  Sorting the Data
  Adding More Data to the List

Computing with Spreadsheets
Chapter 14: Advanced Spreadsheets for Planning What If Thinking Helps

Designing a Spreadsheet
  The Trip
  Design Guidelines
  Initial Spreadsheet: Applying the Rules

Conditional Formatting
  Cell Value is Specifications
  Formula is Specifications
  Distinguish Between the United States and Canada

Conditional Formulas
  Figuring the Amount Paid
  Cost in One Currency

Naming: Symbolic Reference
  Defining Names
  Applying Names
  Make Assumptions Explicit

What If Analysis
Table of Contents

Direct Experimentation
Scenarios
Analyzing a Model

Analyzing Data Using Filtering
Auto Filtering Technique
Advanced Filtering Technique
Filtering on Multiple Criteria

Summary
Try It Solutions
Review Questions
  Multiple Choice
  Short Answer
  Exercises

Chapter 15: Introduction to Database Concepts A Table with a View
  Differences Between Tables and Databases
    Comparing Tables
    The Databases Advantage
  XML: A Language for Metadata Tags
    An Example from Tahiti
    Expanding the Use of XML
    Attributes in XML
    Effective Design with XML Tags
    The XML Tree
  Tables and Entities
    Entities
    Properties of Entities
    Every One Is Different
  The Science of Tables
    Relational Database Tables
    Computing with Tables
    Ask Any Question
    Summarizing the Science
  SQL: The Language of Databases
  Structure of a Database
    Physical and Logical Databases

Summary
Try It Solutions
Review Questions
  Multiple Choice
  Short Answer
  Exercises

Chapter 16: A Case Study in Database Organization The iDiary Database
  Thinking About a Personal Database
    Regular Versus Irregular Data
    Physical Versus Logical
Table of Contents

The iDiary
A Preliminary Exercise
Travels Database
Displaying the Travels with XSL
The iDiary Database
Getting Started
Creating a First Entry (August 11)
Thinking About the Nature of Things
Developing Tags and Templates
Using the iDiary Daily
Archiving Photos
Hiding Information
Entering Data into the Database
Summary
Try It Solutions
Review Questions
   Multiple Choice
   Short Answer
   Exercises
Interview with Alan Kay

Part 4: Problem Solving
Part 4: Introduction
Chapter 17: Fundamental Concepts Expressed in JavaScript Get with the Program
Overview: Programming Concepts
Names, Values, and Variables
   Names Have Changing Values
   Names in a Program Are Called Variables
   Identifiers and Their Rules
   A Variable Declaration Statement
   The Statement Terminator
   Rules for Declaring Variables
Three Basic Data Types of JavaScript
   Rules for Writing Numbers
   Strings
   Boolean Values
The Assignment Statement
   Assignment Symbol
   Interpreting an Assignment Statement
   Three Key Points About Assignment
Lab Practice
   Scratchpad Hello, World
An Expression and Its Syntax
   Arithmetic Operators
   Relational Operators
   Logical Operators
# Table of Contents

**Exercises**

**Chapter 19: Programming Functions Thinking Big**

- Anatomy of a Function
  - Converting Some Temperatures
  - Making the Call
  - Definition Versus Call

- Forms and Functions
  - Writing Functions, Using Functions
    - Flipping Electronic Coins
    - The Body Mass Index Computation

- Customizing Pages
  - Creating Page Content
  - Customizing the Coin Flip

- Making a Web-Based Phone App
  - Design for Mobility
  - Referencing Functions
  - The Counter Assistants Structure
  - Better Applications
  - Recap: Two Reasons to Write Functions

- Social Functions
  - Using Other Peoples Code
  - Making a Comment

- Summary

- Try It Solutions

- Review Questions
  - Multiple Choice
  - Short Answer
  - Exercises

**Chapter 20: Iteration Principles Once Is Not Enough**

- Iteration: Play It Again, Sam
  - The for Loop Basic Syntax
  - How a for Loop Works

- JavaScript Rules for for Loops
  - The World-Famous Iteration
  - Why So Famous?
  - Avoiding Infinite Loops

- Experiments with Flipping Coins
  - One Trial of 100 Flips
  - Multiple Trials
  - A Diagram of Results
  - Nested Loops

- Indexing
  - Index Syntax
  - Index Origin

- Arrays
Table of Contents

Rules for Arrays
   Array Reference Syntax

Its Magic
   Setting Up the Array
   Structuring the Page

The Busy Animation
   Using a Timer to Initiate Animation
   Prefetching Images
   Redrawing an Image

Not So Busy Animation
   Three Key Ideas

Summary

Try It Solutions

Review Questions
   Multiple Choice
   Short Answer
   Exercises

Chapter 21: A Case Study in Algorithmic Problem Solving The Smooth Motion Application

The Smooth Motion Application
   How the Smooth Motion Application Should Work

Planning Smooth Motion
   Apply the Decomposition Principle
   List the Tasks
   Decide on a Problem-Solving Strategy

Build the Basic Web Page UI
   The Structural Page
   The Structural Page Heading

Animate the Grid
   First Analysis
   Second Analysis
   Subtask: Define and Organize the Frames
   Subtask: Define and Place Initial Images
   Subtask: Prefetch the Frame Images
   Subtask: Set Timer and Build Timer Event Handler

The Best Laid Plans . . .

Build Controls

Sense the Keys
   Subtask: Define and Organize the Frames
   Subtask: Place the Initial Images
   Subtask: Prefetch the Frames
   Subtask: Build the Event Handlers
   Combine the Subtasks

Staircase Detection
   Subtask: Recognizing the Staircase
## Chapter 22: Limits to Computation

### Computers Can Do Almost Everything, Nothing

#### Can Computers Think?
- The Turing Test
- Passing the Test

#### Acting Intelligently?
- Playing Chess
- A Game Tree
- Using the Game Tree Tactically
- Using Database Knowledge
- Using Parallel Computation
- The Deep Blue Matches
- Interpreting the Outcome of the Matches

### Watson
- Computer Versus Humans
- Technical Challenge
- Summary on Watson

#### Acting Creatively?
- Creativity as a Spectrum
- What Part of Creativity is Algorithmic?

#### The Universality Principle
- Universal Information Processor
- Practical Consequences of the Universality Principle

#### More Work, Slower Speed
- Comparing IAL with NAL

#### Are Best Algorithms All Fast?
- NP-Complete Problems
- Unsolvable Problems

### Summary

### Try It Solutions

### Review Questions

#### Multiple Choice

#### Short Answer

#### Exercises

## Chapter 23: A Fluency Summary

Click to Close
# Table of Contents

Two Big Computing Ideas
- Information Structuring
- Strategies for Nonalgorithmic Tasks

Fluency: Less Is More

Lifelong IT Learning
- Pursuing New Uses
- Asking for Help
- Noticing New Technology

Shifting for Yourself

Try It Solutions

Review Questions
- Multiple Choice
- Short Answer
- Exercises

Interview with David Ferrucci

Appendix

Appendix A: HTML5 Reference
- Required HTML Tags
- HTML Tags
- Worked Example: D.C. Trip Page

Appendix B: RSA Public Key Cryptosystem
- Choosing a Key
- Encrypting a Message
- The Decryption Method
- Summarizing the RSA System

Appendix C: iDiary: Tags and Templates
- XML Database File iDiary.xml
- XSL file iDiarySS.xsl

Appendix D: JavaScript Programming Rules
- Program Structure
- Data Types
- Variables and Declarations
- Expressions
- Arrays and Indexes
- Statements
- Functions
- Guidelines

Appendix E: The Bean Counter Program

Appendix F: myApps Page

Appendix G: Smooth Motion Program

Glossary
Table of Contents

Answers to Selected Questions
Index
Credits