

# Computer Science An Overview 11th Edition

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**Introduction to PSpice Manual for Electric Circuits** James W. Nilsson 2001-12-01 The fourth edition of this work continues to provide a thorough perspective of the subject, communicated through a clear explanation of the concepts and techniques of electric circuits. This edition was developed with keen attention to the learning needs of students. It includes illustrations that have been redesigned for clarity, new problems and new worked examples. Margin notes in the text point out the option of integrating PSpice with the provided Introduction to PSpice; and an instructor's roadmap (for instructors only) serves to classify homework problems by approach. The author has also given greater attention to the importance of circuit memory in electrical engineering, and to the role of electronics in the electrical engineering curriculum.

**Technology in Action, Complete** Alan Evans 2010-01-05 In today's technological age, computer literacy is important for everyone, and now learning the basics is easier than ever. This title engages students by combining a unique teaching approach with rich companion media.

**Programming Languages: Principles and Paradigms** Maurizio Gabbriellini 2010-03-23 This excellent addition to the UTICS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

**Introduction to Java Programming, Brief Version** Y. Daniel Liang 2017-03-02 This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures, Brief Version teaches you concepts of problem-solving and object-orientated programming using a fundamentals-first approach. As beginner programmers, you learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. Also available with MyLab Programming. MyLab Programming(tm) is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming, ask your instructor to confirm the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming, search for: 0134694503 / 9780134694504 Introduction to Java Programming and Data Structures, Brief Version plus MyLab Programming with Pearson eText -- Access Card Package, 11/e Package consists of: 0134611039 / 9780134611037 Introduction to Java Programming and Data Structures, Brief Version, 11/e 013467281X / 9780134672816 MyProgrammingLab with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version, 11/e

**Computer Science Illuminated** Nell B. Dale 2013 This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

**The Architect in Practice** David Chappell 2016-01-26 Throughout its many editions, The Architect in Practice has remained a leading textbook used in the education of architects. While the content of the book has developed, the message and philosophy has remained constant: to provide students of architecture and young practitioners with a readable guide to the profession, outlining an architect's duties to their client and contractor, the key aspects of running a building contract, and the essentials of management, finance and drawing office procedure. The eleventh edition follows in that tradition. The text has been brought up to date to ensure it follows the new RIBA Plan of Work 2013 as the guide to the architect's workflow. In addition, a number of changes to standard forms of contract were made with the publication of the JCT 2011 suite of contracts, and the RIBA Standard Form for the Appointment of an Architect 2010 (2012 Revision). These new forms are fully covered. In addition, the opportunity has been taken to reorganise the layout so that the content flows in a way that is more consistent with current architectural practice, and to deal with the increasing use of BIM. The eleventh edition of The Architect in Practice continues to provide the guidance and advice all students and practising architects need in the course of their studies and in their profession.

**The Computing Universe** Tony Hey 2014-12-08 Computers now impact almost every aspect of our lives, from our social interactions to the safety and performance of our cars. How did this happen in such a short time? And this is just the beginning. In this book, Tony Hey and Gyuri Pápay lead us on a journey from the early days of computers in the 1930s to the cutting-edge research of the present day that will shape computing in the coming decades. Along the way, they explain the ideas behind hardware, software, algorithms, Moore's Law, the birth of the personal computer, the Internet and the Web, the Turing Test, Jeopardy's Watson, World of Warcraft, spyware, Google, Facebook and quantum computing. This book also introduces the fascinating cast of dreamers and inventors who brought these great technological developments into every corner of the modern world. This exciting and accessible introduction will open up the universe of computing to anyone who has ever wondered where his or her smartphone came from.

**Oxford Handbook of Clinical Specialties - Mini Edition** Andrew Baldwin 2016-11-24 Covering the core clinical specialties, the Oxford Handbook of Clinical Specialties contains a comprehensive chapter on each of the clinical areas you will encounter through your medical school and Foundation Programme rotations. Now updated with the latest guidelines, and developed by a new and trusted author team who have contemporary experience of life on the wards, this unique resource presents the content in a concise and logical way, giving clear advice on clinical management and offering insight into holistic care. Packed full of high-quality illustrations, boxes, tables, and classifications, this handbook is ideal for use at direct point of care, whether on the ward or in the community, and for study and revision. Each chapter is easy to read and filled with digestible information, with features including ribbons to mark your most-used pages and mnemonics to help you memorize and retain key facts, while quotes from patients help the reader understand each problem better, enhancing the doctor/patient relationship. With reassuring and friendly advice throughout, this is the ultimate guide for every medical student and junior doctor for each clinical placement, and as a revision tool. This tenth edition of the Oxford Handbook of Clinical Specialties remains the perfect companion to the Oxford Handbook of Clinical Medicine, together encompassing the entire spectrum of clinical medicine and helping you to become the doctor you want to be.

Statistics Robert S. Witte 2017

**Cambridge IGCSE Computer Science** David Watson 2015-01-30 Endorsed by Cambridge International Examinations. Develop your students computational thinking and programming skills with complete coverage of the latest syllabus from experienced examiners and teachers. - Follows the order of the syllabus exactly, ensuring complete coverage - Introduces students to self-learning exercises, helping them learn how to use their knowledge in new scenarios Accompanying animation files of the key concepts are available to download for free online. See the Quick Links to the left to access. This book covers the IGCSE (0478), O Level (2210) and US IGCSE entry (0473) syllabuses, which are for first examination 2015. It may also be a useful reference for students taking the new Computer Science AS level course (9608). Using Information Technology Brian K. Williams 1999

**Computer-Related Risks** Peter G. Neumann 1994-10-18 "This sobering description of many computer-related failures throughout our world deflates the hype and hubris of the industry. Peter Neumann analyzes the failure modes, recommends sequences for prevention and ends his unique book with some broadening reflections on the future." —Ralph Nader, Consumer Advocate This book is much more than a collection of computer mishaps; it is a serious, technically oriented book written by one of the world's leading experts on computer risks. The book summarizes many real events involving computer technologies and the people who depend on those technologies, with widely ranging causes and effects. It considers problems attributable to hardware, software, people, and natural causes. Examples include disasters (such as the Black Hawk helicopter and Iranian Airbus shootdowns, the Exxon Valdez, and various transportation accidents); malicious hacker attacks;

outages of telephone systems and computer networks; financial losses; and many other strange happenstances (squirrels downing power grids, and April Fool's Day pranks). **Computer-Related Risks** addresses problems involving reliability, safety, security, privacy, and human well-being. It includes analyses of why these cases happened and discussions of what might be done to avoid recurrences of similar events. It is readable by technologists as well as by people merely interested in the uses and limits of technology. It is must reading for anyone with even a remote involvement with computers and communications—which today means almost everyone. **Computer-Related Risks: Presents comprehensive coverage of many different types of risks Provides an essential system-oriented perspective Shows how technology can affect your life—whether you like it or not!**

**Logic for Computer Science** Steve Reeves 1990 An understanding of logic is essential to computer science. This book provides a highly accessible account of the logical basis required for reasoning about computer programs and applying logic in fields like artificial intelligence. The text contains extended examples, algorithms, and programs written in Standard ML and Prolog. No prior knowledge of either language is required. The book contains a clear account of classical first-order logic, one of the basic tools for program verification, as well as an introductory survey of modal and temporal logics and possible world semantics. An introduction to intuitionistic logic as a basis for an important style of program specification is also featured in the book.

**Introduction to Probability Models** Sheldon M. Ross 2006-12-11 *Introduction to Probability Models, Tenth Edition*, provides an introduction to elementary probability theory and stochastic processes. There are two approaches to the study of probability theory. One is heuristic and nonrigorous, and attempts to develop in students an intuitive feel for the subject that enables him or her to think probabilistically. The other approach attempts a rigorous development of probability by using the tools of measure theory. The first approach is employed in this text. The book begins by introducing basic concepts of probability theory, such as the random variable, conditional probability, and conditional expectation. This is followed by discussions of stochastic processes, including Markov chains and Poisson processes. The remaining chapters cover queuing, reliability theory, Brownian motion, and simulation. Many examples are worked out throughout the text, along with exercises to be solved by students. This book will be particularly useful to those interested in learning how probability theory can be applied to the study of phenomena in fields such as engineering, computer science, management science, the physical and social sciences, and operations research. Ideally, this text would be used in a one-year course in probability models, or a one-semester course in introductory probability theory or a course in elementary stochastic processes. **New to this Edition:** 65% new chapter material including coverage of finite capacity queues, insurance risk models and Markov chains Contains compulsory material for new Exam 3 of the Society of Actuaries containing several sections in the new exams Updated data, and a list of commonly used notations and equations, a robust ancillary package, including a ISM, SSM, and test bank Includes SPSS PASW Modeler and SAS JMP software packages which are widely used in the field **Hallmark features:** Superior writing style Excellent exercises and examples covering the wide breadth of coverage of probability topics Real-world applications in engineering, science, business and economics

**Invitation To Computer Science 4/e** G. Michael Schneider 2007

**Computer Organization & Architecture 7e** Stallings 2008-02

**The Datacenter as a Computer** Luiz André Barroso 2018-10-29 This book describes warehouse-scale computers (WSCs), the computing platforms that power cloud computing and all the great web services we use every day. It discusses how these new systems treat the datacenter itself as one massive computer designed at warehouse scale, with hardware and software working in concert to deliver good levels of internet service performance. The book details the architecture of WSCs and covers the main factors influencing their design, operation, and cost structure, and the characteristics of their software base. Each chapter contains multiple real-world examples, including detailed case studies and previously unpublished details of the infrastructure used to power Google's online services. Targeted at the architects and programmers of today's WSCs, this book provides a great foundation for those looking to innovate in this fascinating and important area, but the material will also be broadly interesting to those who just want to understand the infrastructure powering the internet. The third edition reflects four years of advancements since the previous edition and nearly doubles the number of pictures and figures. New topics range from additional workloads like video streaming, machine learning, and public cloud to specialized silicon accelerators, storage and network building blocks, and a revised discussion of data center power and cooling, and uptime. Further discussions of emerging trends and opportunities ensure that this revised edition will remain an essential resource for educators and professionals working on the next generation of WSCs.

**Who Am I in the Lives of Children?** Stephanie Feeney 2012-02-15 *Who Am I in the Lives of Children* is a warm and comprehensive introduction to early childhood education that is dedicated to helping you promote the development of the whole child—physical, social, emotional, and intellectual. Its practical orientation, personal voice, appealing photographs, and numerous stories and examples set it apart. Because of its emphasis on respecting and honoring the individual child and showing you how your values and ethics impact your work with children, it has become one of most well-respected books in the field. You will be encouraged to begin with children as they are and focus on getting to know each individual's strengths, interests, challenges, and circumstances. This will enable you to support each child in growing and learning in ways that are in harmony with who they are, rather than according to a predetermined plan.

**Concepts Of Programming Languages** Sebasta 2008

**Computer Science J. Glenn Brookshear 2012** *Computer Science: An Overview* uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith — Indiana University of PA; Dennis Brylow — Marquette University), new, modern examples, and updated coverage based on current technology.

**Quantum Computation and Quantum Information** Michael A. Nielsen 2000-10-23 First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

**Introduction to Computation and Programming Using Python, second edition** John V. Guttag 2016-08-12 The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

**The Recognitions** William Gaddis 2012-02-07 The book Jonathan Franzen dubbed the "ur-text of postwar fiction" and the "first great cultural critique, which, even if Heller and Pynchon hadn't read it while composing *Catch-22* and *V.*, managed to anticipate the spirit of both"—*The Recognitions* is a masterwork about art and forgery, and the increasingly thin line between the counterfeit and the fake. Gaddis anticipates by almost half a century the crisis of reality that we currently face, where the real and the virtual are combining in alarming ways, and the sources of legitimacy and power are often obscure to us.

**Introduction to the Theory of Programming Languages** Gilles Dowek 2010-12-09 The design and implementation of programming languages, from Fortran and Cobol to Caml and Java, has been one of the key developments in the management of ever more complex computerized systems. *Introduction to the Theory of Programming Languages* gives the reader the means to discover the tools to think, design, and implement these languages. It proposes a unified vision of the different formalisms that permit definition of a programming language: small steps operational semantics, big steps operational semantics, and denotational semantics, emphasizing that all seek to define a relation between three objects: a program, an input value, and an output value. These formalisms are illustrated by presenting the semantics of some typical features of programming languages: functions, recursivity, assignments, records, objects, ... showing that the study of programming languages does not consist of studying languages one after another, but is organized around the features that are present in these various languages. The study of these features leads to the development of evaluators, interpreters and compilers, and also type inference algorithms, for small languages.

**Computer Science** Glenn Brookshear 2018-03-13 *For the Introduction to Computer Science* course. A broad exploration of computer science-with the depth needed to understand concepts **Computer Science: An Overview** provides a bottom-up, concrete-to-abstract foundation that students can build upon to see the relevance and interrelationships of future computer science courses. Its comprehensive coverage and clear language are accessible to students from all backgrounds, encouraging a practical and realistic understanding. More than 1,000 questions and exercises, Chapter Review Problems, and Social Issues questions reinforce core concepts. The 13th Edition continues its focus on Python to provide programming tools for exploration and experimentation. A new full-color design reflects the use of color in most modern programming interfaces to aid the programmer's understanding of code. Syntax coloring is now used more effectively for clarifying code and pseudocode segments in the text, and many figures and diagrams are now rendered more descriptively.

**Introduction to Computers for Healthcare Professionals** Associate Professor La Roche College Ist Department Pittsburgh Pennsylvania Irene Joos, PhD, RN 2010-10-25 **Important Notice:** The digital edition of this book is missing some of the images or content found in the physical edition. An introductory computer literacy text for nurses and other healthcare students, *Introduction to Computers for Healthcare Professionals* explains hardware, popular software programs, operating systems, and computer assisted communication. The Fifth Edition of this best-selling text has been revised and now includes content on online storage, communication and online learning including info on PDA's, iPhones, IM, and other media formats, and another chapter on distance learning including video conferencing and streaming video.

**Mathematics for Computer Science** Eric Lehman 2017-03-08 This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete

probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

**Small Gas Engines** Alfred C. Roth 2011-10 The Small Gas Engines Workbook includes a variety of questions, in various formats, to help reinforce the student's understanding of the material presented in the textbook chapters. Step-by-step jobs in the Workbook guide the students through important engine service procedures. The Workbook also includes sample Equipment & Engine Training Council (EETC) technician certification tests for the four-stroke and two-stroke areas of certification. These tests help the students prepare for EETC certification.

**A Programmer's Guide to Computer Science** William M Springer II 2020-01-03 You know how to code...but is it enough? Do you feel left out when other programmers talk about asymptotic bounds? Have you failed a job interview because you don't know computer science? The author, a senior developer at a major software company with a PhD in computer science, takes you through what you would have learned while earning a four-year computer science degree. Volume one covers the most frequently referenced topics, including algorithms and data structures, graphs, problem-solving techniques, and complexity theory. When you finish this book, you'll have the tools you need to hold your own with people who have - or expect you to have - a computer science degree.

**Introduction to Computer Security** Matthew A. Bishop 2005 Introduction to Computer Security draws upon Bishop's widely praised Computer Security: Art and Science, without the highly complex and mathematical coverage that most undergraduate students would find difficult or unnecessary. The result: the field's most concise, accessible, and useful introduction. Matt Bishop thoroughly introduces fundamental techniques and principles for modeling and analyzing security. Readers learn how to express security requirements, translate requirements into policies, implement mechanisms that enforce policy, and ensure that policies are effective. Along the way, the author explains how failures may be exploited by attackers--and how attacks may be discovered, understood, and countered. Supplements available including slides and solutions.

**Introduction to Java Programming** Y. Daniel Liang 2005 For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

**iPad and iPad Pro For Dummies** Edward C. Baig 2020-07-21 The A to Z guide to getting the most from your iPad Your iPad is a magical piece of technology connecting you to the rest of the world pretty much anytime and anywhere. Super thin and (well, almost) light as a feather, it allows you to keep up with your day to day duties, stay in touch with family and friends, catch up with work, relax with books and movies, or even create your own works of art! Given all it's capable of, it's essential to have a guide to help you make the most of your device. The latest edition of iPad and iPad Pro for Dummies helps users of all experience levels navigate this amazing looking glass. Assuming no prior knowledge, it takes you from the basics—including getting to know the iPad and adding useful accessories such as keyboards and pencils—to setting up email, connecting with other devices, maintaining files, and researching and installing the best apps for you. Discover the simple steps to get up and running Make your iPad work better and faster for you Explore the features of the brand new iPadOS Get easy fixes to common problems Pick up your copy today and find out just how sweet life in Apple tablet form can be!

**Systems Analysis and Design** Gary B. Shelly 2010 A guide to information systems development covers such topics as strategic planning, project planning, requirements modeling, object modeling, output and user interface design, data design, system architecture, security, communication tools, and financial analysis.

**Python Programming** John M. Zelle 2004 This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

**Introduction to Programming Using Java** David Eck 2009-09-01

**Graph Theory with Applications to Engineering and Computer Science** Narsingh Deo 1974 Because of its inherent simplicity, graph theory has a wide range of applications in engineering, and in physical sciences. It has of course uses in social sciences, in linguistics and in numerous other areas. In fact, a graph can be used to represent almost any physical situation involving discrete objects and the relationship among them. Now with the solutions to engineering and other problems becoming so complex leading to larger graphs, it is virtually difficult to analyze without the use of computers. This book is recommended in IIT Kharagpur, West Bengal for B.Tech Computer Science, NIT Arunachal Pradesh, NIT Nagaland, NIT Agartala, NIT Silchar, Gauhati University, Dibrugarh University, North Eastern Regional Institute of Management, Assam Engineering College, West Bengal University of Technology (WBUT) for B.Tech, M.Tech Computer Science, University of Burdwan, West Bengal for B.Tech. Computer Science, Jadavpur University, West Bengal for M.Sc. Computer Science, Kalyani College of Engineering, West Bengal for B.Tech. Computer Science. Key Features: This book provides a rigorous yet informal treatment of graph theory with an emphasis on computational aspects of graph theory and graph-theoretic algorithms. Numerous applications to actual engineering problems are incorporated with software design and optimization topics.

**Introduction to Java Programming and Data Structures** Y. Daniel Liang 2017 Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

**How to Solve it by Computer** Dromey 2008

**Computer Science** J. Glenn Brookshear 2013 Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith — Indiana Univ.

**Concepts of Programming Languages, Global Edition** Robert W. Sebesta 2016-01-12 For courses in computer programming. Evaluating the Fundamentals of Computer Programming Languages Concepts of Computer Programming Languages introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares students to study compiler design. The 11th Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada and Fortran. The addition of relevant new topics and examples such as reflection and exception handling in Python and Ruby add to the currency of the text. Through a critical analysis of design issues of various program languages, Concepts of Computer Programming Languages teaches students the essential differences between computing with specific languages. With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.