*Computing in the Information Age, Second edition*. By Nancy Stern and Robert A. Stern. John Wiley & Sons, New York. (1996). 506 pages. $48.95.
Contents:

I. Introduction: The basics. 1. The basics of computing: Hardware, software, connectivity, and people. 2. From micros to mammoths. 3. Using productivity tools. II. Hardware advances the information age. 4. Computer processing. 5. Input and output: From applications to hardware. 6. Secondary storage devices. III. Software drives the information age. 7. Application packages: Beyond basic productivity tools. 8. Developing custom software. 9. Systems software. IV. Connectivity unites the information age. 10. Connectivity, networks, and the information superhighway. V. People power makes the world a better place. 11. Systems analysis and design. 12. Database management information systems. 13. Social issues in computing. Appendix: An overview of the history of computing. Glossary. Index.

*C++ and the Object-Oriented Paradigm: An IS Perspective*. By Jan L. Harrington. John Wiley & Sons, New York. (1995). 458 pages. $42.95.
Contents:

To the instructor. 1. Introducing the object-oriented paradigm. 2. Designing object-oriented applications. 3. Classes. 4. Stream I/O. 5. Structured elements of C++. 6. Arrays. 7. Strings. 8. Introducing pointers. 9. Using pointers. 10. Overloading. 11. Inheritance and polymorphism. Apppendix A. Beyond programming. Appendix B. Program listings. Glossary. Index.

*Fundamentals of Artificial Neural Networks*. By Mohamad H. Hassoun. MIT Press, Cambridge, MA. (1995). 511 pages. $60.00.
Contents:

Preface. Acknowledgments. Abbreviations. Symbols. 1. Threshold gates. 2. Computational capabilities of artificial neural networks. 3. Learning rules. 4. Mathematical theory of neural learning. 5. Adaptive multilayer neural networks I. 6. Adaptive multilayer neural networks II. 7. Associative neural memories. 8. Global search methods for neural networks. References. Index.

*Mastering C++. Second Edition: An Introduction to C++ and Object-Oriented Programming for C and Pascal Programmers*. Cay S. Horstmann. John Wiley & Sons, New York. (1996). 292 pages. $40.95.
Contents:

1. A quick tour through C++. 2. Data. 3. Functions. 4. Pointers, arrays, and references. 5. Structured types. 6. Advanced pointer topics. 7. Overloading. 8. Input and output. 9. Memory management. 10. Inheritance. 11. Modules. 12. Class libraries. 13. Examples of object-oriented design. Bibliography. Index.

*Computer Crime: A Crimefighter's Handbook*. By David Icove, Karl Seger, and William VonStorch. O'Reilly & Associates, Sebastopol, CA. (1995). 437 pages. $24.95.
Contents:

Foreword. Preface. Part I. Overview. 1. Introduction to computer crime. 2. What are the crimes? 3. Who commits computer crimes? 4. What are the laws? Part II. Preventing computer crime. 5. What is at risk? 6. Physical security. 7. Personnel security. 8. Communications security. 9. Operations security. Part III. Handling computer crime. 10. Planning how to handle a computer crime. 11. Investigating a computer crime. 12. Prosecuting a computer crime. Part IV. Computer crime laws. Part V. Appendices. A. Resource summary. B. Raiding the computer room. C. The microcomputer as evidence. D. A sample search warrant. Glossary. Index.

*Einstein's Greatest Blunder?: The Cosmological Constant and Other Fudge Factors in the Physics of the Universe*. By Donald Goldsmith. Harvard University Press, Cambridge, MA. (1995). 216 pages. $22.95.
Contents:

1. Alice's cosmic restaurant. 2. Gravity, motion, and light. 3. Why stars shine. 4. Mapping the Milky Way. 5. The discovery of universal expansion. 6. Looking for the big bang. 7. Walls of galaxies, fingers of God. 8. The elusive age of the cosmos. 9. An uncertain future. 10. The inflationary theory. 11. The mystery of the missing mass. 12. In search of most of the universe. 13. World enough and time. 14. Hot dark matter, cold dark matter, what's the matter. Index.

*DCE Security: Programming*. By Wei Hu. O'Reilly & Associates, Sebastopol, CA. (1995). 364 pages. $29.95.
Contents:

Preface. 1. Security and the Distributed Computing Environment. 2. What does a DCE security server do? 3. Overview of the DCE security application programming interface. 4. How to write an application that uses security. 5. A programmer's view of access control lists. 6. Writing an application that uses ACLs. 7. Writing the remote ACL management interface. 8. DCE 1.1 security enhancements. Appendices. A. Unauthenticated version of the employee database application. B. Employee database application: Authorization by name. C. Employee database application: PAC-based authorization. D. Employee database application: ACL-based authorization. Index.