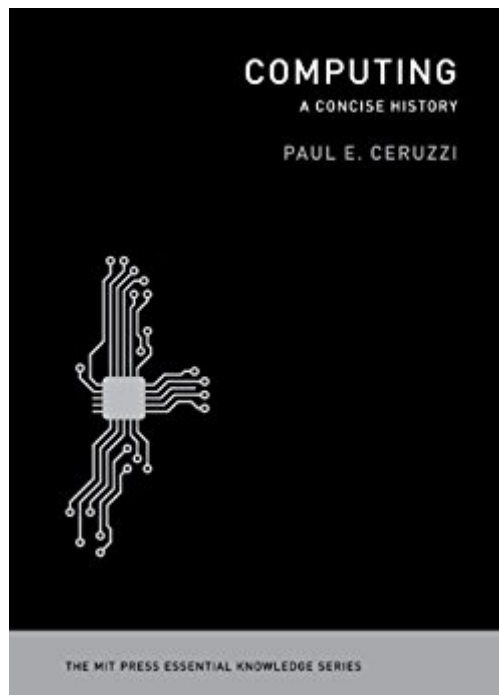




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Computing: A Concise History (The MIT Press Essential Knowledge Series)



Synopsis

The history of computing could be told as the story of hardware and software, or the story of the Internet, or the story of "smart" hand-held devices, with subplots involving IBM, Microsoft, Apple, Facebook, and Twitter. In this concise and accessible account of the invention and development of digital technology, computer historian Paul Ceruzzi offers a broader and more useful perspective. He identifies four major threads that run throughout all of computing's technological development: digitization--the coding of information, computation, and control in binary form, ones and zeros; the convergence of multiple streams of techniques, devices, and machines, yielding more than the sum of their parts; the steady advance of electronic technology, as characterized famously by "Moore's Law"; and the human-machine interface. Ceruzzi guides us through computing history, telling how a Bell Labs mathematician coined the word "digital" in 1942 (to describe a high-speed method of calculating used in anti-aircraft devices), and recounting the development of the punch card (for use in the 1890 U.S. Census). He describes the ENIAC, built for scientific and military applications; the UNIVAC, the first general purpose computer; and ARPANET, the Internet's precursor. Ceruzzi's account traces the world-changing evolution of the computer from a room-size ensemble of machinery to a "minicomputer" to a desktop computer to a pocket-sized smart phone. He describes the development of the silicon chip, which could store ever-increasing amounts of data and enabled ever-decreasing device size. He visits that hotbed of innovation, Silicon Valley, and brings the story up to the present with the Internet, the World Wide Web, and social networking.

Book Information

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Customer Reviews

Excellent starting point for understanding computing technologies and their origins. Definitely recommend to anyone seeking a more complete computer competency.

I use this for my computer literacy class as a short text with a good history of the machine. There are more complete but longer histories but for a survey, this one is great.

This eBook was required for a computer class, and although it is a little bit of a dry read, it was full of very good, detailed information about the history of computing. Was useful in giving me a handle on how everything started.

Easy to read book. New to me was four threads that run through history of computing.(1) the digital paradigm(2) convergence(3) advancement in solid-state electronics(4) human-machine interfaceDSRemotelab

I feel that this book needs more than five stars. After reading it, I feel a much more complete software professional.I'm going to read again. Keyword: Convergence!

Outstanding, accessible read.

I have lived and workrd through the varous stages of the development of computing. I enjoyed being reminded of its successes and failures throughout time.delivery was as promised and on time.

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