

BOOK LIST SUMMER 2024



CLASS	BOOK TITLE & ISBN	INSTRUCTOR
CS300	<p>Recommended:</p> <p>Programming massively parallel processors : a hands-on approach, 4th edition by Wen-mei W. Hwu, David B. Kirk, and Izzat El Hajj ISBN-13: 978-0-323-91231-0 3rd edition available from O'Reilly / Safari Books Online, unlimited access</p>	William Zheng
CSD1130	<p>Recommended:</p> <p>AI for games, 3rd edition by Ian Millington ISBN-10: 1138483974 ISBN-13: 978-1138483972 Available from O'Reilly / Safari Books Online, unlimited access</p> <p>Real-time collision detection by Christer Ericson ISBN-10: 1558607323 ISBN-13: 978-1558607323 Available from O'Reilly / Safari Books Online, unlimited access</p>	Elie Hosry
CSD1171	<p>Required:</p> <p>C++ primer, 5th edition by Stanley B. Lippman, Jose Lajoie, and Barbara E. Moo ISBN-10: 0321714113 ISBN-13: 978-0321714114 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p>	Jeremy Chew / Bhargav J Bhatkalkar
CSD1251	<p>Recommended:</p> <p>Calculus : early transcendentals, Metric Version, 9th edition by James Stewart, Daniel Clegg, and Saleem Watson ISBN-10: 0-357-11351-9 ISBN-13: 978-0-357-11351-6 Available at SIT Library (online from ProQuest Ebook Central)</p>	Ronald Koh
CSD2101	<p>Recommended:</p> <p>Introduction to computer graphics : a practical learning approach</p>	Prasanna Ghali / Parminder Singh

	<p>by Fabio Ganovelli, Massimiliano Corsini, Sumanta Pattanaik, and Marco Di Benedetto ISBN-10: 1439852790 ISBN-13: 978-1439852798 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p> <p>OpenGL programming guide : the official guide to learning OpenGL, version 4.5 with SPIR-V, 9th edition by John Kessenich, Graham Sellers, and Dave Shreiner ISBN-10: 0134495497 ISBN-13: 978-0134495491 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p> <p>OpenGL shading language, 3rd edition by Randi J. Rost and Bill Licea-Kane ISBN-10: 0321637631 ISBN-13: 978-0321637635 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p> <p>The C++ standard library : a tutorial and reference, 2nd edition by Nicolai M. Josuttis ISBN-10: 0321623215 ISBN-13: 978-0321623218 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p> <p>Essential mathematics for games and interactive applications, 3rd edition by James M. Van Verth and Lars M. Bishop ISBN-10: 1482250926 ISBN-13: 978-1482250923 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p>	
CSD2125 / SEM3503 / CS225	<p>Recommended: C++ primer, 5th edition by Stanley B. Lippman, Jose Lajoie, and Barbara E. Moo ISBN-10: 0321714113 ISBN-13: 978-0321714114 Available from O'Reilly / Safari Books Online, unlimited access</p>	Prasanna Ghali / Jeremy Chew

	<p>Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p> <p>The C++ programming language, 4th edition by Bjarne Stroustrup ISBN-10: 0321563840 ISBN-13: 978-0321563842 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p> <p>The C++ standard library : a tutorial and reference, 2nd edition by Nicolai M. Josuttis ISBN-10: 0321623215 ISBN-13: 978-0321623218 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p> <p>C++ templates : the complete guide, 2nd edition by David Vandevoorde, Nicolai M. Josuttis, and Douglas Gregor ISBN-10: 0-321-71412-1 ISBN-13: 978-0-321-71412-1 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p>	
CSD2250 / CSD2251 / SEM3104	<p>Recommended:</p> <p>Introduction to linear algebra, 5th edition by Gilbert Strang ISBN-13: 9781733146654</p>	Wu Yilin
CSD2258	<p>Recommended:</p> <p>Discrete mathematics and its applications, 8th edition, Global edition by Kenneth H. Rosen ISBN-13: 9781260091991</p>	Wu Yilin
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CSD3150 / CSD3151 /	Recommended:	Prasanna Ghali / Bhargav Bhatkalkar

CS350	<p>Real-time collision detection by Christer Ericson ISBN-10: 1558607323 ISBN-13: 978-1558607323 Available from O'Reilly / Safari Books Online, unlimited access Available at SIT Library (online from O'Reilly's Learning Platform for Higher Education)</p>	
CSD3182 / CSD3183 / CS380	<p>Recommended:</p> <p>AI for games, 3rd edition by Ian Millington ISBN-10: 1138483974 ISBN-13: 978-1138483972 2nd edition available from O'Reilly / Safari Books Online, unlimited access</p> <p>Artificial intelligence : a modern approach, 4th edition by Stuart Russell and Peter Norvig ISBN-10: 1-292-40113-3 ISBN-13: 978-1-292-40113-3</p> <p>Computational geometry : algorithms and applications, 3rd edition by Mark de Berg, et al. ISBN-10: 3642096816 ISBN-13: 978-3642096815</p>	Vadim Surov
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