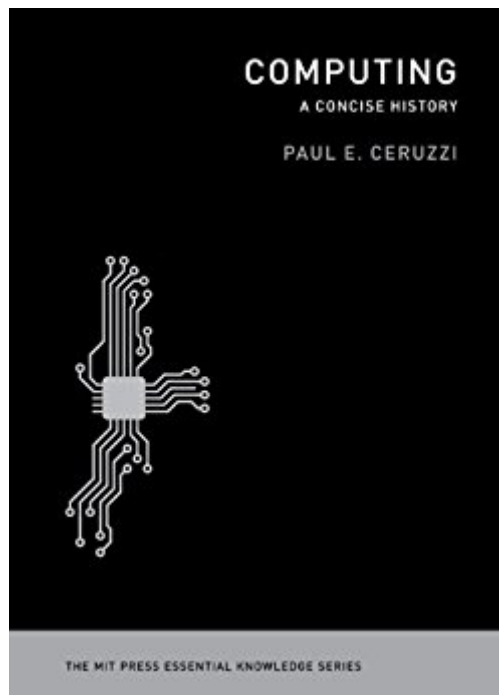




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# Computing: A Concise History (The MIT Press Essential Knowledge Series)



## 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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