Excellent Technically But As It Is Non-Intellectual, No

The author examines logic and methodology of design from the perspective of computer science. Computers provide the context for this examination both by discussion of the design process for hardware and software systems and by consideration of the role of computers in design in general. The central question posed by the author is whether or not we can construct a theory of design.

My Personal Review:
Can be considered as a collection of notable methodology. The book does so brilliantly, yet Dasgupta either plays destructive of his own optimism, or shrouds computational practice with pointlessness. A positive point, to me, is that there is no definition to problem solving, and this book lists methodologies at the level where they are considered as problem solving methodologies. Dasgupta too should admit that problem solving is too vast to enumerate and should not be for example westernized or mechanized. Is he asking to replace mathematicians and philosophers with robots. He feels that is possible, and I think that posts the spirit of the book as shaky. Technically though it is excellent... really.

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