Preface. This document provides a relatively short overview of a large and complex field. Computer-Based Problem Solving covers the roles of computers in problem solving, focusing on both the technical aspects and the broader implications for individuals and society. It explores how computers can be used to solve problems, including elementary programming techniques, symbolic manipulation languages, and other computational tools.


2. Objectives. To introduce the architecture of a computer, the concept of problem solving, and the role of problem-solving tools.

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This chapter introduces the concept of problem solving and discusses the role of computers in solving problems. It covers various aspects of problem solving, including human-computer interaction, problem-solving algorithms, and the use of computational tools.

The chapter concludes with a discussion of the future of problem solving and the potential impact of new technologies on the field. It emphasizes the importance of continued research and development in this area to ensure that computers continue to play a vital role in solving problems.

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