

Course number	Course	Books
T-111-PROG	Forritun/Programming	The Practice of Computing Using Python. Third Edition (Global Edition). William Punch & Richard Enbody. Pearson Education, 2017.
T-301-REIR	Reiknirit/Algorithms	Sedgewick and Wayne: Algorithms, 4th ed.
T-216-GHOH	Greining og hönnun hugbúnaðar	1. Interaction Design. Höfundar: Jenny Preece, Yvonne Rogers and Helen Sharp Útgefandi: Wiley Útgáfa: 5th edition útgáfuár: 2019 ISBN númer: 978-1-119-54725-9  2. UML Distilled: A Brief Guide to the Standard Object Modeling Language Höfundur: Martin Fowler Útgefandi: Addison-Wesley Útgáfa: 3rd Edition Útgáfuár: 2003 ISBN:0-321-19368-7
T-107-TOLH	Tölvuhögun/Computer Architecture	Computer Systems: A Programmer's Perspective, (aðalbók): Randal E. Bryant and David R. O'Hallaron, útgefandi Pearson, 3. ed. global ed. útgáfuár 2016
T-302-HONN	Hönnun og smíði hugbúnaðar / Software design and implementation	Head First Design Patterns: A Brain-Friendly Guide [Eric Freeman, Bert Bates, Kathy Sierra, Elisabeth Robson]
T-303-HUGB	Hugbúnaðarfræði / Software Engineering	Software Engineering, 9th Edition, Ian Sommerville, Pearson (can be obtained used or as a PDF version - no need to order)
T-316-UPPL	Upplýsingaþjóðfélagið / The Information and Technology Society	Reality Is Broken: Why Games Make Us Better and How They Can Change the World. Höfundur Jane McGonigal
T-117-STR1	Strjál stærðfræði 1 / Discrete math 1	Rosen: Discrete Mathematics and Its Applications, 8. útgáfa. (Hægt að nota 7.útgáfu.)
T-317-CAST	Stærðfræðigreining og tölfræði / Calculus and statistics	Calculus part: Free online material / Statistics part: Free online material
T-409-TSAM	Tölvusamskipti / Computer networks	Main textbook: Peter Dordal: An Introduction to Computer Networks (free online book); Useful but not compulsory additional textbook: Computer Networks by Andrew Tanenbaum, Pearson, 6th edition
T-513-CRNU	Dulritun og Talnafræði / Cryptography and Number Theory	An introduction to Mathematical Cryptography, second edition
T-519-STOR	Stöðuvélar og Reiknanleiki / Theory of Computation	Michael Sipser: Introcutión to the theory of computation, 3rd edition. CENGAGE Learning
T-103-STST	Strjál stærðfræði fyrir verkfræðinema / Discrete Math for Engineers	Rosen: Discrete Mathematics and Its Applications, 8. útgáfa. (Hægt að nota 7. útgáfu.)
T-725-MALV	Málvinnsla	Electronic version of the Third Edition of the same book, available at <a href="http://web.stanford.edu/~jurafsky/slp3/">http://web.stanford.edu/~jurafsky/slp3/</a>
T-535-CPSY	Cyber physical Systems	Peter Marwedel. Embedded System Design: Embedded Systems Foundations of Cyber-Physical Systems, and the Internet of Things. 4th ed. Springer, 2021. open access]
T-201-GSKI	Gagnaskipan	Michael T. Goodrich Roberto Tamassia Michael H Goldwasser Data Structures & Algorithms in Python Wiley, 1st edition, 2013 (óðrari í paperback: Reprint edition (October 19, 2016))
T-820-DEEP	Deep Learning	Deep Learning. Ian Goodfellow, Yoshua Bengio, and Aaron Courville (2016). MIT Press. Also available free online at: <a href="https://www.deeplearningbook.org/">https://www.deeplearningbook.org/</a>
T-430-TOVH	Þróun opins vefhugbúnaðar	Drupal 9 Module Development - Daniel Sipos ( <a href="https://www.packtpub.com/product/drupal-9-module-development-third-edition/9781800204621">https://www.packtpub.com/product/drupal-9-module-development-third-edition/9781800204621</a> )
T-786-APDS	Applied data science / hagnýt gagnavísindi	Hands-on Machine Learning with Scikit-Learn, Keras, and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems, 2nd edition. Aurelien Geron, 2019. <a href="https://www.amazon.co.uk/gp/product/1492032646/ref=ppx_yo_dt_b_asin_title_o00_s00?ie=UTF8&amp;psc=1">https://www.amazon.co.uk/gp/product/1492032646/ref=ppx_yo_dt_b_asin_title_o00_s00?ie=UTF8&amp;psc=1</a>