



An engaging and approachable resource for coders eager to learn advanced ideas in computer programming.

In ***The Computer Always Wins***, Elliot Lichtman will teach you some of computer science's most powerful concepts in a refreshingly accessible way: exploring them through word games, board games, and strategy games you already know.

Learn recursion by playing tic-tac-toe, efficient search through puzzle games like Sudoku and Wordle, and machine learning by way of the playground classic rock-paper-scissors.

Finish the book, and you'll come away with not only a deeper understanding of these foundational programming techniques but also a new appreciation for the amazing feats that can be accomplished using simple, readable code.

Join CSTANJ for a Book Study.

All paid chapter members will receive a code to order the book at no charge.

Upon reading the book, join the author for a dialogue and get to play the games!



**ON WEDNESDAY
APRIL 22, 2026**



**START AT
7:00 - 9:00 PM**



ON ZOOM

Optional follow-up session
on April 29 7:00 - 8:00 PM

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