

Online Library
Practical
Programming An
Introduction To
Computer

Practical Programming An Int roduction To Computer

MatLab, Third
Edition is the
only book that

Online Library
Practical
Programming An
Introduction To
Computers
gives a full
introduction to
programming in
MATLAB combined
with an
explanation of
the software's
powerful
functions,
enabling
engineers to
fully exploit
its extensive
capabilities in

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Computer

solving
engineering
problems. The
book provides a
systematic, step-
by-step
approach,
building on
concepts
throughout the
text,
facilitating
easier learning.
Sections on

Online Library
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Programming An
Introduction To
Computer

common pitfalls
and programming
guidelines
direct students
towards best
practice. The
book is
organized into
14 chapters,
starting with
programming
concepts such as
variables,
assignments,

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input/output,
and selection
statements;
moves onto
loops; and then
solves problems
using both the
'programming
concept' and the
'power of
MATLAB' side-by-
side. In-depth
coverage is
given to

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input/output, a topic that is fundamental to many engineering applications.

Vectorized Code has been made into its own chapter, in order to emphasize the importance of using MATLAB efficiently.

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There are also expanded examples on low-level file input functions, Graphical User Interfaces, and use of MATLAB Version R2012b; modified and new end-of-chapter exercises; improved labeling of

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plots; and
improved
standards for
variable names
and
documentation.
This book will
be a valuable
resource for
engineers
learning to
program and
model in MATLAB,
as well as for

Online Library

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Programming An

undergraduates
Introduction To
in engineering

and science

taking a course

that uses (or

recommends)

MATLAB. Presents

programming

concepts and

MATLAB built-in

functions side-

by-side

Systematic, step-

by-step

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approach,
Introduction To
building on
Computer
concepts
throughout the
book,
facilitating
easier learning
Sections on
common pitfalls
and programming
guidelines
direct students
towards best
practice

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Classroom-tested
by tens of
thousands of
students, this
new edition of
the bestselling
intro to
programming book
is for anyone
who wants to
understand
computer
science. Learn
about design,

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Programming An
algorithms,
Introduction To
testing, and
debugging.

Discover the
fundamentals of
programming with
Python 3.6--a
language that's
used in millions
of devices.

Write programs
to solve real-
world problems,
and come away

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Programming An
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Computer

with everything
you need to
produce quality
code. This
edition has been
updated to use
the new language
features in
Python 3.6.
Introduction to
Python
Programming is
written for
students who are

Online Library
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Programming An
beginners in the
Introduction To
field of
Computer
programming.
This book
presents an
intuitive
approach to the
concepts of
Python
Programming for
students. This
book differs
from traditional

Online Library
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Computer

texts not only
in its
philosophy but
also in its
overall focus,
level of
activities,
development of
topics, and
attention to
programming
details. The
contents of the
book are chosen

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Computer

with utmost care
after analyzing
the syllabus for
Python course
prescribed by
various top
universities in
USA, Europe, and
Asia. Since the
prerequisite
know-how varies
significantly
from student to
student, the

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book's overall
overture
addresses the
challenges of
teaching and
learning of
students which
is fine-tuned by
the authors'
experience with
large sections
of students.
This book uses
natural language

Online Library
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Programming An
expressions
Introduction To
Computer

instead of the
traditional
shortened words
of the
programming
world. This book
has been written
with the goal to
provide students
with a textbook
that can be
easily
understood and

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to make a connection between what students are learning and how they may apply that knowledge. Features of this book This book does not assume any previous programming experience, although of

Online Library
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course, any
Introduction To
exposure to
Computer

programming
languages is
useful This book
introduces all
of the key
concepts of
Python
programming
language with
helpful
illustrations

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examples are presented in a clear and consistent manner Each line of code is numbered and explained in detail Use of f-strings throughout the book Hundreds of real-world

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examples are included and they come from fields such as entertainment, sports, music and environmental studies Students can periodically check their progress with in-chapter quizzes that appear in

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all chapters

A comprehensive,

nonmathematical

guide to the

practical

application of

linear

programming

models—for

students and

professionals in

any field From

finding the

least-cost

Online Library

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Computer

method for
manufacturing a
given product to
determining the
most profitable
use for a given
resource, there
are countless
practical
applications for
linear
programming
models. This
self-contained

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book and disk
Introduction To
set provides
Computer
everything you
need to know to
apply linear
programming to
real-world
situations—how
to prepare
input, how to
interpret
output, what to
do if the model
will not solve,

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and how to make
your results
useful and
usable—while
entrusting the
hard-core
arithmetic to
the user-
friendly
computer package
on disk. Written
in clear prose
that stays away
from the complex

Online Library
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Programming An
mathematics
Introduction To
underlying the
Computer
technique,
Introduction to
Practical Linear
Programming
contains: A
complete
introduction to
problem
structure,
assumptions,
applications,
and other core

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Programming An

Introduction To

Computer

concepts A

detailed, step-

by-step guide to

model

construction

(from a problem

description to a

useful model)

and

interpretation

of output Linear

programming

examples and

exercises from a

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Computer

range of real-
life areas,
including
agriculture,
manufacturing,
finance, and
advertising
Important
techniques for
troubleshooting
and error
identification
Procedures for
testing how good

Online Library
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your model
Introduction To
is-how robust
Computer
are the
results?—and
more System.
A Practical
Theory of
Programming
Thinking in C++
Introduction to
Computation and
Programming
Using Python,
second edition

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Programming An
Beginner's Step-
Introduction To
by-Step Coding
Course
Computer

An Introduction
to Computer
Science Using
Python 3 (Pragm
A Practical
Guide for
Students

This book is for
anyone who wants
to understand

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Programming An
Introduction To
Computer
programming. You'll
learn to program in
a language that's
used in millions of
smartphones,
tablets, and PCs.
You'll code along
with the book,
writing programs to
solve real-world
problems as you
learn the

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Introduction To
fundamentals of
programming using

Python 3. You'll

learn about design,
algorithms, testing,
and debugging, and

come away with all
the tools you need

to produce quality
code. In this second

edition, we've

updated almost all

the material,

Online Library Practical Programming An Introduction To Computer

incorporating the lessons we've learned over the past five years of teaching Python to people new to programming. You don't need any programming experience to get started. First, you'll get a detailed introduction to

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Programming An

Introduction To
Python and to
programming. You'll

find out exactly

what happens when

your programs are

executed. Through

real-world

examples, you'll

learn how to work

with numbers, text,

big data sets, and

files. Then you'll see

how to create and

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use your own data types. The incremental examples show you the steps and missteps that happen while developing programs, so you know what to expect when you tackle a problem on your own. Inspired

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Programming An

by "How to Design
Introduction To
Programs" (HtDP),

Computer

you'll learn a six-
step recipe for
designing functions,
which helps you as
you start to learn
the concepts--and
becomes an integral
part of writing
programs by the
end. As you learn to
use the fundamental

Online Library

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Computer

programming tools in the first half of the book, you'll see how to document and organize your code so that you and other programmers can more easily read and understand it. Beyond the basics, you'll learn how to ensure that your

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programs are
Introduction To
reliable, and how to
Computer
work with

databases,

download data from
the web

automatically, and
build user

interfaces. Most

importantly, you'll

learn how to think

like a professional

programmer. You'll

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need to download
Python 3, available

from "python.org"

https:

//python.org. With

that download

comes IDLE, the

editor we use for

writing and running

Python programs.

(If you use Linux,

you may need to

install Python 3 and

Online Library

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Programming An

Introduction To
Computer

IDLE separately.)
Makes Numerical
Programming More
Accessible to a
Wider Audience
Bearing in mind the
evolution of modern
programming, most
specifically
emergent
programming
languages that
reflect modern

Online Library

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Programming An

practice, Numerical

Introduction To

Computer
Practical Guide for

Scientists and

Engineers Using

Python and C/C++

utilizes the

author ' s many

years of practical

research and

teaching experience

to offer a systematic

approach to

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relevant programming concepts. Adopting a practical, broad appeal, this user-friendly book offers guidance to anyone interested in using numerical programming to solve science and engineering problems.

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Emphasizing
methods generally
used in physics and
engineering—from
elementary methods
to complex
algorithms—it
gradually
incorporates
algorithmic
elements with
increasing
complexity. Develop

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Computer

a Combination of
Theoretical
Knowledge, Efficient
Analysis Skills, and
Code Design Know-
How The book
encourages
algorithmic
thinking, which is
essential to
numerical analysis.
Establishing the
fundamental

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Programming An
Introduction To
numerical methods,
application

numerical behavior

and graphical

output needed to

foster algorithmic

reasoning, coding

dexterity, and a

scientific

programming style,

it enables readers to

successfully

navigate relevant

Online Library

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Introduction To

Computer

algorithms,
understand coding
design, and develop
efficient

programming skills.

The book

incorporates real

code, and includes

examples and

problem sets to

assist in hands-on

learning. Begins

with an overview on

Online Library
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Programming An
Introduction To
Computer

approximate
numbers and
programming in
Python and C/C++,
followed by
discussion of basic
sorting and
indexing methods,
as well as portable
graphic
functionality
Contains methods
for function

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Computer

evaluation, solving
algebraic and
transcendental
equations, systems
of linear algebraic
equations, ordinary
differential
equations, and
eigenvalue
problems Addresses
approximation of
tabulated functions,
regression,

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integration of one-
and multi-
dimensional
functions by
classical and
Gaussian
quadratures, Monte
Carlo integration
techniques,
generation of
random variables,
discretization
methods for

Online Library

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Programming An
Introduction To
ordinary and partial
differential

equations, and
stability analysis

This text introduces
platform-

independent
numerical

programming using
Python and C/C++,

and appeals to
advanced

undergraduate and

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graduate students
in natural sciences
and engineering,
researchers
involved in
scientific
computing, and
engineers carrying
out applicative
calculations.

Logic programming
has increasing
significance in

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computer science
beyond the current

Introduction To
Computer
fashion for expert

systems. This book

takes a software

engineering rather

than an expert

systems/AI

approach and

covers logical

theory, practical

programming and

PROLOG im

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Programming An

Introduction To

Computer

Assuming no prior
background in

linear algebra or

real analysis, An

Introduction to

MATLAB®

Programming and

Numerical Methods

for Engineers

enables you to

develop good

computational

problem solving

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Programming An

Introduction To
techniques through
the use of numerical

Computer
methods and the

MATLAB®

programming

environment. Part

One introduces

fundamental

programming

concepts, using

simple examples to

put new concepts

quickly into

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practice. Part Two covers the fundamentals of algorithms and numerical analysis at a level allowing you to quickly apply results in practical settings. Tips, warnings, and "try this" features within each chapter help the reader develop

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good programming practices Chapter summaries, key terms, and functions and operators lists at the end of each chapter allow for quick access to important information At least three different types of end of chapter exercises —

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thinking, writing,
and coding — let
you assess your
understanding and
practice what
you've learned
Practical
Programming in
Pascal
From Journeyman
to Master
Programming
Interior

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Programming An
Environments
Introduction To
Computer
Python Basics

An Introduction to
Logic Programming
Through Prolog

**The second edition
of this best-selling
Python book (over
500,000 copies
sold!) uses Python
3 to teach even the
technically**

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**uninclined how to
write programs
that do in minutes
what would take
hours to do by
hand. There is no
prior programming
experience
required and the
book is loved by
liberal arts majors
and geeks alike. If
you've ever spent
hours renaming**

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**files or updating
hundreds of
spreadsheet cells,
you know how
tedious tasks like
these can be. But
what if you could
have your
computer do them
for you? In this
fully revised
second edition of
the best-selling
classic Automate**

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the Boring Stuff
with Python, you'll

learn how to use

Python to write
programs that do

in minutes what

would take you

hours to do by

hand--no prior

programming

experience

required. You'll

learn the basics of

Python and explore

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Python's rich

library of modules

for performing

specific tasks, like

scraping data off

websites, reading

PDF and Word

documents, and

automating

clicking and typing

tasks. The second

edition of this

international fan

favorite includes a

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Introduction To

**brand-new chapter
on input
validation, as well
as tutorials on
automating Gmail
and Google Sheets,
plus tips on
automatically
updating CSV files.
You'll learn how to
create programs
that effortlessly
perform useful
feats of**

Online Library

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Computer

- **automation to:**
- **Search for text in a file or across multiple files**
- **Create, update, move, and rename files and folders**
- **Search the Web and download online content**
- **Update and format data in Excel spreadsheets of any size**
- **Split,**

Online Library

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Programming An

merge, watermark,
Introduction To
and encrypt PDFs •

Send email

responses and text
notifications • Fill

out online forms

Step-by-step

instructions walk
you through each

program, and

updated practice

projects at the end
of each chapter

challenge you to

Online Library

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improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the

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Programming An

Introduction To

Automate

the Boring Stuff

with Python, 2nd

Edition.

This open access

book offers an

initial introduction

to programming

for scientific and

computational

applications using

the Python

programming

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language. The presentation style is compact and example-based, making it suitable for students and researchers with little or no prior experience in programming. The book uses relevant examples from mathematics and the natural

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sciences to present programming as a practical toolbox that can quickly enable readers to write their own programs for data processing and mathematical modeling. These tools include file reading, plotting, simple text analysis, and using

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NumPy for
Introduction To
Computational

**numerical
computations,
which are
fundamental
building blocks of
all programs in
data science and
computational
science. At the
same time, readers
are introduced to
the fundamental
concepts of**

Online Library
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Programming An
Introduction To
Computer
**programming,
including
variables,
functions, loops,
classes, and object-
oriented
programming.
Accordingly, the
book provides a
sound basis for
further computer
science and
programming
studies.**

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Programming An
Introduction To
C++
**Learning to code
has never been
easier than with
this innovative
visual guide to
computer
programming for
beginners. Coding
skills are in high
demand and the
need for
programmers is
still growing.
However, taking**

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the first steps in learning more about this complex subject may seem daunting and many of us feel left behind by the coding revolution. By using a graphic method to break code into small chunks, this ebook brings essential skills within

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reach. Terms such as algorithm, variable, string, function, and loop are all explained. The ebook also looks at the main coding languages that are out there, outlining the main applications of each language, so you can choose the right language for

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**you. Individual
chapters explore
different
languages, with
practical
programming
projects to show
you how
programming
works. You'll learn
to think like a
programmer by
breaking a
problem down into**

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parts, before turning those parts into lines of code.

Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on.

Written by a team

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Computer

**of expert coders
and coding**

teachers, the

**Beginner's Step-by-
Step Coding**

**Course is the ideal
way to get to grips
with coding.**

**What others in the
trenches say about**

**The Pragmatic
Programmer...**

**"The cool thing
about this book is**

Online Library

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Computer

**that it's great for
keeping the
programming
process fresh. The
book helps you to
continue to grow
and clearly comes
from people who
have been there."**

**—Kent Beck,
author of Extreme
Programming
Explained:
Embrace Change "I**

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**found this book to
be a great mix of
solid advice and
wonderful
analogies!”
—Martin Fowler,
author of
Refactoring and
UML Distilled “I
would buy a copy,
read it twice, then
tell all my
colleagues to run
out and grab a**

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Computer

copy. This is a book I would never loan because I would worry about it being lost.”

—Kevin Ruland,

Management

Science, MSG-

Logistics “The

wisdom and

practical

experience of the

authors is obvious.

The topics

Online Library

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Programming An

Introduction To

Computer. By far its

greatest strength

for me has been

the outstanding

analogies—tracer

bullets, broken

windows, and the

fabulous helicopter-

based explanation

of the need for

orthogonality,

especially in a

Online Library

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Computer

**crisis situation. I
have little doubt
that this book will
eventually become
an excellent source
of useful
information for
journeymen
programmers and
expert mentors
alike.” —John
Lakos, author of
Large-Scale C++
Software Design**

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Computer
**“This is the sort of
book I will buy a**

dozen copies of

when it comes out

so I can give it to

my clients.” —Eric

Vought, Software

Engineer “Most

modern books on

software

development fail

to cover the basics

of what makes a

great software

Online Library

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Programming An
Introduction To
C#

**developer, instead
spending their
time on syntax or
technology where
in reality the
greatest leverage
possible for any
software team is in
having talented
developers who
really know their
craft well. An
excellent book.”**

—Pete McBreen,

Page 85/249

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Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker!

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C++

**This should be a
desktop reference
for everyone who
works with code
for a living.”**

**—Jared Richardson,
Senior Software
Developer,
iRenaissance, Inc.**

**“I would like to see
this issued to
every new
employee at my
company....”**

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Programming An

Introduction To

Computer, Object

Computing, Inc. “If

I’m putting

together a project,

it’s the authors of

this book that I

want. . . . And

failing that I’d

settle for people

who’ve read their

book.” —Ward

Cunningham

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Computer

**Straight from the
programming
trenches, The
Pragmatic
Programmer cuts
through the
increasing
specialization and
technicalities of
modern software
development to
examine the core
process--taking a
requirement and**

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producing working,
maintainable code
that delights its

users. It covers

topics ranging

from personal

responsibility and

career

development to

architectural

techniques for

keeping your code

flexible and easy

to adapt and

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reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts,

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Introduction To

**assertions, and
exceptions;**

**Capture real
requirements; Test
ruthlessly and
effectively; Delight
your users; Build
teams of pragmatic
programmers; and
Make your
developments
more precise with
automation.**

Written as a series

Online Library

Practical

Programming An

Introduction To

of self-contained

sections and filled

with entertaining

anecdotes,

thoughtful

examples, and

interesting

analogies, The

Pragmatic

Programmer

illustrates the best

practices and

major pitfalls of

many different

Online Library
Practical
Programming An
**aspects of
Introduction To
software
development.**

**Whether you're a
new coder, an
experienced
programmer, or a
manager
responsible for
software projects,
use these lessons
daily, and you'll
quickly see
improvements in**

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Computer
**personal
productivity,
accuracy, and job
satisfaction. You'll
learn skills and
develop habits and
attitudes that form
the foundation for
long-term success
in your career.
You'll become a
Pragmatic
Programmer.
Practical**

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Programming An
Introduction To
**Programming with
Formal Methods**

**Accelerated C++:
Practical**

**Programming By
Example**

**Automate the
Boring Stuff with
Python, 2nd
Edition**

**The Way of Z
The Pragmatic
Programmer**

Learn to Program

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This book is for anyone who wants to understand computer programming. You'll learn to program in a language that's used in millions of smartphones, tablets, and PCs. You'll code along with the book, writing programs to

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Computer

solve real-world problems as you learn the fundamentals of programming using Python 3. You'll learn about design, algorithms, testing, and debugging, and come away with all the tools you need to produce quality code. In this second

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edition, we've updated almost all the material, incorporating the lessons we've learned over the past five years of teaching Python to people new to programming. You don't need any programming experience to get

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Computer

started. First, you'll get a detailed introduction to Python and to programming. You'll find out exactly what happens when your programs are executed. Through real-world examples, you'll learn how to work with numbers, text,

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big data sets, and files. Then you'll see

how to create and

use your own data

types. The

incremental

examples show you

the steps and

missteps that

happen while

developing

programs, so you

know what to expect

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when you tackle a problem on your own. Inspired by "How to Design Programs" (HtDP), you'll learn a six-step recipe for designing functions, which helps you as you start to learn the concepts--and becomes an integral part of writing

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programs by the
end. As you learn to
use the fundamental

programming tools
in the first half of the
book, you'll see how
to document and
organize your code
so that you and
other programmers
can more easily
read and
understand it.

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Beyond the basics, you'll learn how to ensure that your programs are reliable, and how to work with databases, download data from the web automatically, and build user interfaces. Most importantly, you'll

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learn how to think like a professional programmer. You'll need to download Python 3, available from "python.org." With that download comes IDLE, the editor we use for writing and running Python programs. (If you use Linux, you may need to

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install Python 3 and
IDLE separately.)

Combining GIS

concepts and

fundamental spatial

thinking

methodology with

real programming

examples, this book

introduces popular

Python-based tools

and their application

to solving real-world

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problems. It elucidates the programming constructs of Python with its high-level toolkits and demonstrates its integration with ArcGIS Theory. Filled with hands-on computer exercises in a logical learning workflow this book

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promotes increased
interactivity between

instructors and

students while also

benefiting

professionals in the

field with vital

knowledge to

sharpen their

programming skills.

Readers receive

expert guidance on

modules, package

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Programming An

management, and
handling shapefile

formats needed to

build their own mini-
GIS.

Comprehensive and
engaging

commentary, robust
contents,

accompanying

datasets, and

classroom-tested

exercises are all

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housed here to permit users to become competitive in the GIS/IT job market and industry. This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is

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difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This

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textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic. A self-contained tutorial on Z for working programmers

Online Library

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Programming An

discussing practical
ways to apply formal

Computer
methods in real

projects, first

published in 1997.

Introduction to

Scientific

Programming with

Python

An Introduction to

Computer Science

Using Python 3

Programming with

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Practical
Programming An
Introduction To
Computer
Constraints
Practical
Foundations for
Programming
Languages
Matlab
An Introduction to
MATLAB®
Programming and
Numerical Methods
for Engineers
**Welcome to
computer**

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Computer

science in the
21st century.
Did you ever
wonder how
computers
represent DNA?
How they can
download a web
page containing
population data
and analyze it
to spot trends?
Or how they can

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change the colors in a color photograph? If so, this book is for you. By the time you're done, you'll know how to do all of that and a lot more. And Python makes it easy and fun.

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Computers are used in every part of science from ecology to particle physics. This introduction to computer science continually reinforces those ties by using real-

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world science
Introduction To
problems as
Computer
examples.

Anyone who has taken a high school science class will be able to follow along as the book introduces the basics of programming, then goes on to

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Computer

show readers
how to work
with databases,
download data
from the web
automatically,
build graphical
interfaces, and
most
importantly,
how to think
like a
professional

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Programming An
programmer.

Introduction To
Topics covered
Computer
include: Basic

elements of

programming

from arithmetic

to loops and if

statements.

Using functions

and modules to

organize

programs. Using

lists, sets,

Online Library
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Programming An
and
Introduction To
dictionaries to
Computer
organize data.
Designing
algorithms
systematically.
Debugging
things when
they go wrong.
Creating and
querying
databases.
Building

Online Library
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Programming An
graphical
Introduction To
Computer

interfaces to
make programs
easier to use.
Object-oriented
programming and
programming
patterns.
It's easier to
learn how to
program a
computer than
it has ever

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been before.
Now everyone
can learn to
write programs
for themselves
- no previous
experience is
necessary.
Chris Pine
takes a
thorough, but
lighthearted
approach that

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Practical

teaches you the
fundamentals of
computer

programming,
with a minimum
of fuss or
bother. Whether
you are
interested in a
new hobby or a
new career,
this book is
your doorway

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of programming.

Computer

Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for

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Computer

other
programmers, it
can be hard to
break in. At
least it used
to be. Chris
Pine will teach
you how to
program. You'll
learn to use
your computer
better, to get
it to do what

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Computer

you want it to
do. Starting
with small,
simple one-line
programs to
calculate your
age in seconds,
you'll see how
to write
interactive
programs, to
use APIs to
fetch live data

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from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large,

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professional applications.
Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in

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Programming An
Introduction To
Computer
programming.
Chris teaches
the basics, but
also shows you
how to think
like a
programmer.
You'll learn
through tons of
examples, and
through
programming
challenges

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Computer

throughout the
book. When you
finish, you'll
know how and
where to learn
more - you'll
be on your way.

What You Need:

All you need to
learn how to
program is a
computer

(Windows,

Page 131/249

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macOS, or
Introduction To
Linux) and an
Computer

internet
connection.

Chris Pine will
lead you
through setting
set up with the
software you
will need to
start writing
programs of
your own.

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This book
unifies a broad
range of
programming
language
concepts under
the framework
of type systems
and structural
operational
semantics.

Constraints;

Simplification,

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Computer
optimization
and
implication;
Finite
constraint
domains;
Constraint
logic
programming;
Simple
modeling; Using
data
structures;

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Controlling
search;

Modelling with
finite domain
constraints;

Advanced

programming

techniques; CLP

systems; Other

constraint

programming

languages;

Constraint

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databases;
Introduction To
Index.
Computer
Introduction to
Numerical
Programming
Introduction to
GIS Programming
and
Fundamentals
with Python and
ArcGIS®
A Practical
Introduction to

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Programming An
Introduction To
Computer
Practical

Programming for
Total Beginners
With

Application to
Understanding
Data

An Introduction
to Computer
Science Using
Python 3

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Programming An
(Pragmatic
Introduction To
Programmers)
Computer

***Programming
Interior
Environments
introduces a four-
component
framework you can
use to program
interiors, and
twelve methods for
you to gather,
analyze and
synthesize***

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Programming An

programmatic
information to take

the guesswork out

of your studio

projects. This book

studies the Student

Programming

Model: a realistic

programming

process for college

and university

interior design

students that

allows students to

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Programming An
Introduction To
Computer

***create accurate
and in-depth
programming
documents
essential for
informing the
design process.
This is done whilst
keeping in mind
that students are
often working solo,
with imaginary
clients and end
users in mind, and***

Online Library

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Programming An

**collecting program
information within**

strict time

constraints.

Including three

appendices of

student programs

created following

these guidelines, to

help you

understand how to

apply the

framework

components and

Online Library

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Programming An

Introduction To

Computer

***inquiry methods in
your own work, this
book is ideal for
students and
professionals in
interior design and
interior
architecture.***

***The new edition of
an introductory
text that teaches
students the art of
computational
problem solving,***

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Programming An

Introduction To

Computers

covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and

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various Python

libraries, including

PyLab. It provides

students with skills

that will enable

them to make

productive use of

computational

techniques,

including some of

the tools and

techniques of data

science for using

computation to

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*model and
interpret data. The*

book is based on

an MIT course

(which became the

most popular

course offered

through MIT's

OpenCourseWare)

and was developed

for use not only in

a conventional

classroom but in in

a massive open

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online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are

Online Library
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Programming An
introduced to
Python and the
basics of
programming in
the context of such
computational
concepts and
techniques as
exhaustive
enumeration,
bisection search,
and efficient
approximation
algorithms.

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Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to

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Computer

***model randomness,
computational
techniques to
understand data,
and statistical
techniques that
inform (and
misinform) as well
as two related but
relatively advanced
topics:
optimization
problems and
dynamic***

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Practical

*programming. This
edition offers*

*expanded material
on statistics and
machine learning
and new chapters
on Frequentist and
Bayesian statistics.*

*Make the Leap
From Beginner to
Intermediate in
Python... Python
Basics: A Practical
Introduction to*

Online Library
Practical
Programming An
***Python 3 Your
Complete Python
Curriculum-With
Exercises,
Interactive
Quizzes, and
Sample Projects
What should you
learn about Python
in the beginning to
get a strong
foundation? With
Python Basics,
you'll not only***

Online Library

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*cover the core
concepts you really*

need to know, but

you'll also learn

them in the most

efficient order with

the help of

practical exercises

and interactive

quizzes. You'll

know enough to be

dangerous with

Python, fast! Who

Should Read This

Online Library

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If you're new to Python, you'll get a practical, step-by-step roadmap on developing your foundational skills. You'll be introduced to each concept and language feature in a logical order. Every step in this curriculum is

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***explained and
illustrated with
short, clear code
samples. Our goal
with this book is to
educate, not to
impress or
intimidate. If
you're familiar with
some basic
programming
concepts, you'll get
a clear and well-
tested introduction***

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*to Python. This is a
practical*

*introduction to
Python that jumps
right into the meat
and potatoes
without sacrificing
substance. If you
have prior
experience with
languages like
VBA, PowerShell,
R, Perl, C, C++,
C#, Java, or Swift*

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the numerous
exercises within

each chapter will

fast-track your

progress. If you're

a seasoned

developer, you'll

get a Python 3

crash course that

brings you up to

speed with modern

Python

programming. Mix

and match the

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chapters that interest you the most and use the interactive quizzes and review exercises to check your learning progress as you go along. If you're a self-starter completely new to coding, you'll get practical and motivating

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examples. You'll begin by installing Python and setting up a coding environment on your computer from scratch, and then continue from there. We'll get you coding right away so that you become competent and knowledgeable enough to solve

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real-world
Introduction To
Computer

problems, fast.
Develop a passion
for programming
by solving
interesting
problems with
Python every day!
If you're looking to
break into a coding
or data-science
career, you'll pick
up the practical
foundations with

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Programming An
Introduction To
Computer

this book. We won't just dump a boat load of theoretical information on you so you can "sink or swim"-instead you'll learn from hands-on, practical examples one step at a time. Each concept is broken down for you so you'll always know

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***what you can do
with it in practical
terms. If you're
interested in
teaching others
"how to Python,"
this will be your
guidebook. If
you're looking to
stoke the coding
flame in your
coworkers, kids, or
relatives-use our
material to teach***

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them. All the sequencing has been done for you so you'll always know what to cover next and how to explain it. What Python Developers Say About The Book: "Go forth and learn this amazing language using this great book." - Michael

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Computers

Kennedy, Talk

Python "The

**wording is casual,
easy to understand,**

and makes the

information flow

well." - Thomas

Wong, Pythonista

"I floundered for a

long time trying to

teach myself. I

slogged through

dozens of

incomplete online

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tutorials. I snoozed through hours of boring screencasts.

I gave up on

countless crusty

books from big-

time publishers.

And then I found

Real Python. The

easy-to-follow, step-

by-step

instructions break

the big concepts

down into bite-

Online Library
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sized chunks
written in plain
English. The
authors never
forget their
audience and are
consistently
thorough and
detailed in their
explanations. I'm
up and running
now, but I
constantly refer to
the material for

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*guidance." - Jared
Nielsen, Pythonista*

Would you like to

gather big

datasets, analyze

them, and visualize

the results, all in

one program? If

this describes you,

then Introduction

to Python

Programming for

Business and

Social Science

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*Applications is the
book for you.*

*Authors Frederick
Kaefer and Paul
Kaefer walk you
through each step
of the Python
package
installation and
analysis process,
with frequent
exercises
throughout so you
can immediately*

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try out the functions you've learned. Written in straightforward language for those with no programming background, this book will teach you how to use Python for your research and data analysis. Instead of teaching you the principles

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and practices of programming as a whole, this application-oriented text focuses on only what you need to know to research and answer social science questions. The text features two types of examples, one set from the General Social Survey and

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Computers

one set from a large taxi trip dataset from a major metropolitan area, to help readers understand the possibilities of working with Python. Chapters on installing and working within a programming environment, basic skills, and

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necessary
commands will get

you up and

running quickly,

while chapters on

programming

logic, data input

and output, and

data frames help

you establish the

basic framework

for conducting

analyses. Further

chapters on web

Online Library
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scraping,
Introduction To
statistical analysis,
Computer
machine learning,
and data
visualization help
you apply your
skills to your
research. More
advanced
information on
developing
graphical user
interfaces (GUIs)
help you create

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***functional data
products using
Python to inform
general users of
data who don't
work within
Python. First there
was IBM® SPSS®,
then there was R,
and now there's
Python. Statistical
software is getting
more aggressive -
let authors***

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**Frederick Kaefer
and Paul Kaefer
help you tame it
with Introduction
to Python
Programming for
Business and
Social Science
Applications.
A Practical
Introduction to
Python 3
An Introduction to
Computer**

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Programming An
Introduction To
**Learn Computer
Programming the
Easy Way
Hands-On
Programming with
R
An Introduction to
Computer Science
Using Python 3.6
Python
Programming**
This book

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introduces Python programming language and fundamental concepts in algorithms and computing. Its target audience includes students and engineers with little or no background in

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programming, who
need to master a
practical

programming

language and

learn the basic

thinking in

computer science/

programming. The

main contents

come from lecture

notes for

Online Library
Practical
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engineering
Introduction To
students from all
Computer
disciplines, and
has received high
ratings. Its
materials and
ordering have
been adjusted
repeatedly
according to
classroom
reception.

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Compared to alternative textbooks in the market, this book introduces the underlying Python implementation of number, string, list, tuple, dict, function, class, instance and module objects in

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a consistent and
easy-to-
understand way,
making
assignment,
function definition,
function call,
mutability and
binding
environments
understandable
inside-out. By

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giving the
abstraction of
implementation
mechanisms, this
book builds a solid
understanding of
the Python
programming
language.

A Concise and
Practical
Introduction to

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Algorithms in Java
has two main

goals. The first is
for novice

programmers to
learn progressively
the basic concepts
underlying most
imperative

programming
languages using

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Java. The second goal is to introduce new programmers to the very basic principles of thinking the algorithmic way and turning the algorithms into programs using the programming concepts of Java.

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The book is divided into two parts and includes:

The fundamental notions of variables, expressions and assignments with type checking - Conditional and loop statements - Explanation of the

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concepts of
functions with pass-
by-value

arguments and
recursion -

Fundamental

sequential and

bisection search

techniques - Basic

iterative and

recursive sorting

algorithms. Each

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chapter of the book concludes with a set of exercises to enable students to practice concepts covered.

There are several theories of programming. The first usable theory, often called

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"Hoare's Logic", is still probably the most widely known. In it, a specification is a pair of predicates: a precondition and postcondition (these and all technical terms will be defined in due course). Another

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Computer

popular and
closely related
theory by Dijkstra
uses the weakest
precondition
predicate
transformer, which
is a function from
programs and
postconditions to
preconditions.
Jones's Vienna

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Development Method has been used to advantage in some industries; in it, a specification is a pair of predicates (as in Hoare's Logic), but the second predicate is a relation. Temporal Logic is yet

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another formalism that introduces some special operators and quantifiers to describe some aspects of computation. The theory in this book is simpler than any of those just mentioned. In it, a

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Computer

specification is just
a boolean
expression.

Refinement is just
ordinary
implication. This
theory is also more
general than those
just mentioned,
applying to both
terminating and
nonterminating

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Introduction To
Computer

computation, to
both sequential
and parallel
computation, to
both stand-alone
and interactive
computation. And
it includes time
bounds, both for
algorithm
classification and
for tightly

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Computer

constrained real-time applications.

Inside this book you will find all the basic notions to start with Python and all the programming concepts to develop programs and applications.

With our proven

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Programming An

strategies you will

write efficient

Python codes in

less than a week!

Practical

Programming in

Tcl/Tk

A Practical Guide

for Scientists and

Engineers Using

Python and C/C++

Creating Effective

Online Library

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Programming An
Data Analysis and

Introduction To
Visualization

Computer
Applications

An Introduction to
Computer Science

Learn Python in a
Week and Master

It. An Hands-On

Introduction to

Computer

Programming and

Algorithms, a

Online Library

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Programming An

Introduction To

Computer

Project-Based
Guide with
Practical Exercises

A Concise and
Practical

Introduction to
Programming

Algorithms in Java

Learn basic

Python

programming to
create

Online Library

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Computer

functional and
effective
visualizations
from earth
observation
satellite data
sets Thousands
of satellite
datasets are
freely
available
online, but
scientists need

Online Library

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Computer

the right tools
to efficiently
analyze data
and share
results. Python
has easy-to-
learn syntax
and thousands
of libraries to
perform common
Earth science
programming
tasks. Earth

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Programming An

Observation
Using Python: A

Practical

Programming

Guide presents

an example-

driven

collection of

basic methods,

applications,

and

visualizations

to process

Online Library

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Programming An

Introduction To
satellite data
sets for Earth

science

research. Gain

Python fluency

using real data

and case

studies Read

and write

common

scientific data

formats, like

netCDF, HDF,

Online Library
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and GRIB2
Introduction To
Create
Computer

3-dimensional
maps of dust,
fire,
vegetation
indices and
more Learn to
adjust
satellite
imagery
resolution,
apply quality

Online Library Practical Programming An Introduction To Computer

control, and
handle big
files Develop
useful
workflows and
learn to share
code using
version control
Acquire skills
using online
interactive
code available
for all

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examples in the
book The

American
Geophysical

Union promotes

discovery in

Earth and space

science for the

benefit of

humanity. Its

publications

disseminate

scientific

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knowledge and
provide
resources for
researchers,
students, and
professionals.
Find out more
about this book
from this Q&A
with the Author
Practical C++
Programming
thoroughly

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covers: C++
syntax · Coding
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coverage of

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enhancements:

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threaded Tcl
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and Starkits, a
revolutionary
way to package
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The world's #1
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has been
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Tcl/Tk8.4's
powerful
improvements in
functionality,
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!Brent Welch,
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facet of Tcl/Tk programming, including cross-platform scripting and GUI development, networking, enterprise application integration, and much more. Coverage

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acquaints you with the wonderful world of programming.

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structure and
components such

as strings, lists,

etc., have been

illustrated with

many examples and

enough practice

problems to instill a

level of self-

confidence in the

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knowledge gained

directly from

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teaching Computer
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subject and working

on a wide range of

projects related to

ML, AI, deep

learning, and

blockchain, the

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their best to

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programmer. Once
the foundation of
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programming is
built and the
readers are aware
of the exact
structure,
dimensions,
processing, building
blocks, and
representation of
data, they can

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readily take up their specific problems from the area of interest and solve them with the help of Python. These include, but are not limited to, operators, control flow, strings, functions, module processing, object-oriented

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programming,
exception and file
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Python database
programming. This
book on Python
programming is
specially designed
to keep readers

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busy with learning fundamentals and generates a sense of confidence by attempting the assignment problems. We firmly believe that explaining any particular technology deviates from learning the fundamentals of a

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E. Gumley provides

a solid foundation

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of procedural

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on how to develop

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example programs
in the book
demonstrate key
concepts and
provide
functionality that
can be applied
immediately. In
addition, the book
offers readers
practical tips and
advice on IDL
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which they would otherwise discover only after years of experience. While only modest prior programming experience is assumed, readers with experience in any procedural language will quickly translate their skills to IDL,

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programmers how
to quickly learn
cutting edge topics
in C++ that are
glossed over in
other C++ books.
In Thinking in C++,
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authors cover the
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exception handling,
defensive
programming and

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string and stream
processing that
every C++

programmer needs
to know. Special
attention is given to
generic

programming
where the authors
reveal little known
techniques for
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Template Library. In addition, Eckel and Allison demonstrate how to apply RTTI, design patterns and concurrent programming techniques to improve the quality of industrial strength C++ applications. This book is targeted at

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