

An Introduction To Programming With C Fifth Edition

An Introduction to Programming with Specifications
 C++, an Introduction to Programming
 Introduction to Programming and Problem Solving with PASCAL
 An Introduction to Programming with Mathematica
 An Introduction to Programming with Java Applets
 An Introduction to Programming and Object-oriented Design Using JAVA
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An Introduction to Programming with Specifications O'Reilly Germany

This text introduces the C programming language using a range of engineering and science applications in the examples and exercises. The book assumes no programming experience and is suitable for an introduction to programming course (using C instead of Fortran or Pascal). Structured programming principles are introduced early and used throughout. The text includes clear explanations and many example programs (using ANSI C) show C as a powerful tool in engineering and science applications. It also includes exercises after each section, common programming error sections, and chapter summaries.

C++, an Introduction to Programming Arden Shakespeare

This book is an excellent introduction to programming using Visual Basic.NET. The examples start with basics and gradually develop to solve real-life problems. - Amit Kalani, CISTems Solutions LLC. Schneider's proven approach works as effectively with VB.NET as it does with Visual Basic 6.0; the use of a variety of short examples makes the concepts being presented clear and understandable. The end-of-chapter programming projects build on this base and lead to a thorough understanding of the context for these concepts. - Chris Panell, Heald College Since its introduction in 1991, Visual Basic has become the tool of choice for developing user-friendly applications in today's business world. Easy to use and fun to learn, Visual Basic is the

state of the art in Basic programming that allows you to take full control of Microsoft's best-selling Windows applications. The latest incarnation of Visual Basic, called Visual Basic .NET, brings the language into the Internet age by incorporating the .NET framework. Students and developers alike are eagerly embracing the dynamic new features of the language and find Visual Basic.NET to be the ideal tool to understand the development of com

Introduction to Programming and Problem Solving with PASCAL Springer

Kluge Bücher über Objektorientierte Analyse & Design gibt es viele. Leider versteht man die meisten erst, wenn man selbst schon Profi-Entwickler ist... Und was machen all die Normalsterblichen, die natürlich davon gehört haben, dass OOA&D dazu beiträgt, kontinuierlich tolle Software zu schreiben, Software, die Chef und Kunden glücklich macht - wenn sie aber nicht wissen, wie sie anfangen sollen? Sie könnten damit beginnen, dieses Buch zu lesen! Denn Objektorientierte Analyse & Design von Kopf bis Fuß zeigt Ihnen Schritt für Schritt, wie Sie richtige OO-Software analysieren, entwerfen und entwickeln. Software, die sich leicht wiederverwenden, warten und erweitern lässt. Software, die keine Kopfschmerzen bereitet. Software, der Sie neue Features spendieren können, ohne die existierende Funktionalität zu gefährden. Sie lernen, Ihre Anwendungen flexibel zu halten, indem Sie OO-Prinzipien wie Kapselung und Delegation anwenden. Sie lernen, die Wiederverwendung Ihrer Software dadurch zu begünstigen, dass Sie das OCP (das Open-Closed-Prinzip) und das SRP (das Single-Responsibility-Prinzip) befolgen. Sie lernen, wie sich verschiedene Entwurfsmuster, Entwicklungsansätze und Prinzipien zu einem echten OOA&D-Projektlebenszyklus ergänzen, UML, Anwendungsfälle und -diagramme zu verwenden, damit auch alle Beteiligten klar miteinander kommunizieren können, und Sie die Software abliefern, die gewünscht wird. Diesem Buch

wurden die neuesten Erkenntnisse aus der Lerntheorie und der Kognitionswissenschaft zugrunde gelegt - Sie können davon ausgehen, dass Sie nicht nur schnell vorankommen, sondern dabei auch noch eine Menge Spaß haben!

An Introduction to Programming with Mathematica Prentice Hall

This book introduces programming using the Mathematica programming language, emphasizing the functional approach. Covering all styles of programming, the book can be used for a programming or technical course or for self-study. Now available in softcover, this edition includes over 100 new exercises, and much new material. 200 illus.

An Introduction to Programming with Java Applets CRC Press

by Joseph Weizenbaum Since the dawn of the age of computers, people have cursed the difficulty of programming. Over and over again we encounter the suggestion that we should be able to communicate to a computer in natural language what we want it to do. Unfortunately, such advice rests upon a misconception of both the computer and its task. The computer might not be stupid, but it is stubborn. That is, the computer does what all the details of its program command it to do, i. e. , what the programmer "tells" it to do. And this can be quite different from what the programmer intended. The misunderstanding with respect to tasks posed to the computer arises from the failure to recognize that such tasks can scarcely be expressed in natural language, if indeed at all. For example, can we practice music, chemistry or mathematics without their respective special symbolic languages? Yet books about computers and programming languages can be written more or less reasonably, even if they are not quite poetic or lyrical. This book can serve as an example of this art and as a model for anyone at tempting to teach inherently difficult subject matters to others. Klagenfurt, April 1995 Preface Striving to make learning to program easier, this book addresses primarily students beginning a computer science major. For our program examples, we employ a new, elegant programming language, Modula-3.

An Introduction to Programming and Object-oriented Design Using JAVA McGraw-Hill Science, Engineering & Mathematics

An Introduction to Programming with C++

Basic Academic Press

This book introduces Python programming language and fundamental concepts in algorithms and computing. Its target audience includes students and engineers with little or no background in 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 engineering students from all disciplines, and has received high ratings. Its materials and ordering have been adjusted repeatedly according to classroom reception. 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 a consistent and easy-to-understand way, making assignment, function definition, function call, mutability and binding environments understandable inside-out. By giving the abstraction of implementation mechanisms, this book builds a solid understanding of the Python programming language.

Introduction to Programming with C++ for Engineers Springer

Publisher description: Nino and Hosch have updated their popular introductory text that provides an objects first introduction to programming and software design using Java. The emphasis throughout is on problem modeling using fundamental software engineering principles and concepts. Java used as a vehicle for teaching these topics. New constructs and features of Java 5.0, such as generics, are introduced. The text includes optional, interactive exercises using the DrJava integrated development environment (IDE). The UML is employed (very informally) for denoting objects, object relationships, and system dynamics. No specific previous programming experience is assumed, and the text is appropriate for first year computer science majors. The text could also carry over to a second course on data structures or software/OO design. About DrJava: DrJava is an IDE designed primarily for students and includes an easy to use facility for interactively evaluating Java code. Optional DrJava exercises are included throughout the text if instructors want their students doing more programming. DrJava is the IDE chosen by the authors, but any IDE can be used for these exercises.

Coders at Work Prentice Hall

This open access book offers an initial introduction to programming for scientific and computational applications using the Python programming 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 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 NumPy for 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 programming, including variables, functions, loops, classes, and object-oriented programming. Accordingly, the book provides a sound basis for further computer science and programming studies.

Jones & Bartlett Publishers

Wu's book provides a gentle introduction to programming using Java as the implementation language. With many jobs available in computer programming, people are eager to learn, and this book gives them the handles they will need. Wu's use of what he calls "object diagrams" to explain the basics of programming, make his visual approach far superior to that of the competition.

Introduction to Programming with Java Hüthig Jehle Rehm

Introduction to Programming, C Programming, Introduction to Computer Science/ Computer Science, Business, Management Information Systems/ 4 year and 2 year colleges and universities. Liberty and Keogh address the constructs of the C++ language as well as guidelines for proper programming style. Liberty/Keogh designed the book as a blend between textbook and tutorial provides students with plenty of hands-on exercises.

Processing Springer-Verlag

Interactive Data Language (IDL) is a complete data analysis and visualization environment that is used in a wide range of science and engineering disciplines for processing and analyzing numerical and image data. It is often used in advanced science/technical courses. Professor Ken Bowman originally developed this text for the laboratory portion of an undergraduate course on Physical Climatology, but his emphasis on fundamental concepts and practical topics helps students write programs for other classes or for their research. This primer is aimed at beginning programmers,

not experienced C or Fortran programmers who are new to IDL. *Lucid writing style *End-of-chapter summaries *End-of-chapter exercises

Introduction to Programming with C++ Cambridge University Press

Software -- Programming Languages.

Programming in Modula-3 Thomson Brooks/Cole

"Python Crashkurs" ist eine kompakte und gründliche Einführung, die es Ihnen nach kurzer Zeit ermöglicht, Python-Programme zu schreiben, die für Sie Probleme lösen oder Ihnen erlauben, Aufgaben mit dem Computer zu erledigen. In der ersten Hälfte des Buches werden Sie mit grundlegenden Programmierkonzepten wie Listen, Wörterbücher, Klassen und Schleifen vertraut gemacht. Sie erlernen das Schreiben von sauberem und lesbarem Code mit Übungen zu jedem Thema. Sie erfahren auch, wie Sie Ihre Programme interaktiv machen und Ihren Code testen, bevor Sie ihn einem Projekt hinzufügen. Danach werden Sie Ihr neues Wissen in drei komplexen Projekten in die Praxis umsetzen: ein durch "Space Invaders" inspiriertes Arcade-Spiel, eine Datenvisualisierung mit Pythons superpraktischen Bibliotheken und eine einfache Web-App, die Sie online bereitstellen können. Während der Arbeit mit dem "Python Crashkurs" lernen Sie, wie Sie: - leistungsstarke Python-Bibliotheken und Tools richtig einsetzen - einschließlich matplotlib, NumPy und Pygal - 2D-Spiele programmieren, die auf Tastendrucke und Mausklicks reagieren, und die schwieriger werden, je weiter das Spiel fortschreitet - mit Daten arbeiten, um interaktive Visualisierungen zu generieren - Web-Apps erstellen und anpassen können, um diese sicher online zu deployen - mit Fehlern umgehen, die häufig beim Programmieren auftreten Dieses Buch wird Ihnen effektiv helfen, Python zu erlernen und eigene Programme damit zu entwickeln. Warum länger warten? Fangen Sie an!

An Introduction to Programming with C++ Addison-Wesley

Introduces all aspects of programming and problem solving in the Pascal language, with special attention to good programming habits and style.

Covers the use of algorithm thinking as a means for problem solving, refinement, recursion, and top down modular programming. Extensive exercises are included at the end of each chapter, with answers to selected exercises at the end of the book.

Quickstart Python John Wiley & Sons

Provides information on the features and function of the computer programming language Alice.

Introduction to Programming with Mathematica® Springer-Verlag

Offer your students a comprehensive introduction to programming using C++ as the illustrative language! By actively working through this hands-on text, students will gain confidence knowing that they have mastered essential C++ skills and techniques.

An Introduction to Programming with Mathematica® Cengage Learning

Christoph Schäfer introduces the great world of programming with Python and provides a quick introduction to independent script development. He points out how the programming language Python has established itself in recent years alongside MATLAB and R as a standard at scientific workplaces in research and development, and shows that the great popularity of Python is based on its easy extensibility: It is very easy to use modules from other developers in your own scripts and programs. In particular, the author presents the modules NumPy, SciPy and Matplotlib, which offer scientists and engineers a perfect development environment for scientific and technical computing, for applications in physics, chemistry, biology and computer science. Python is also used in the latest applications in the highly topical fields of Big Data Science and Machine Learning. The author: Dr. Christoph Schäfer teaches and researches in the Department of Computational Physics at the Institute of Astronomy and Astrophysics at the Eberhard Karls University of Tübingen. This Springer essential is a translation of the original German 1st edition essentials, Schnellstart Python by Christoph Schäfer, published by Springer Fachmedien Wiesbaden GmbH, part of Springer Nature in 2019. The translation was done with the help of artificial intelligence (machine translation by the service DeepL.com). A subsequent human revision was done primarily in terms of content, so that the book will read stylistically differently from a conventional translation. Springer Nature works continuously to further the development of tools for the production of books and on the related technologies to support the authors.

An Introduction to Programming in PROLOG dpunkt.verlag

A complete textbook and reference for engineers to learn the fundamentals of computer programming with modern C++ *Introduction to Programming with C++ for Engineers* is an original presentation teaching the fundamentals of computer programming and modern C++ to engineers and engineering students. Professor Cyganek, a highly regarded expert in his field, walks users through basics of data structures and algorithms with the help of a core subset of C++ and the Standard Library, progressing to the object-oriented domain and advanced C++ features, computer arithmetic, memory management and essentials of parallel programming, showing with real world examples how to complete tasks. He also guides users through the software development process, good programming practices, not shunning from explaining low-level features and the programming tools. Being a textbook, with the summarizing tables and diagrams the book becomes a highly useful reference for C++ programmers at all levels. *Introduction to Programming with C++ for Engineers* teaches how to program by: Guiding users from simple techniques with modern C++ and the Standard Library, to more advanced object-oriented design methods and language features Providing meaningful examples that facilitate understanding of the programming techniques and the C++ language constructions Fostering good programming practices which create better professional programmers Minimizing text descriptions, opting instead for comprehensive figures, tables, diagrams, and other explanatory material Granting access to a complementary website that contains example code and useful links to resources that further improve the reader's coding ability Including test and exam question for the reader's review at the end of each chapter Engineering students, students of other sciences who rely on computer programming, and professionals in various fields will find this book invaluable when learning to program with C++.

Introduction to Scientific Programming with Python Pearson Deutschland GmbH

Introduction to Programming with Mathematica is designed to teach Mathematica programming to scientists, engineers, mathematicians, and computer scientists so that they can fully utilize Mathematica for their work in research or education. No prior familiarity with Mathematica or programming is assumed. The text can be used either for individual study by students and professionals or in a Mathematica-related university course. The second edition of the book and diskette contains a number of new features: a new chapter on Applications (Chapter 11), additional material on packages, and more exercises throughout. Solutions to the exercises are provided both in the book and on the accompanying diskette.

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