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A FUNCTIONAL START
TO COMPUTING
WITH
PYTHON

Ted Herman



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A CHAPMAN & HALL BOOK

A Functional Start To Computing With Python Chapman Hallcrc Textbooks In Computing

Kevin Cooper



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A Functional Start to Computing with Python Ted Herman,2013 Annotation Open source and easy to use Python offers the availability of exciting libraries of software application programming interfaces and even connections to web services This textbook uses Python as a working environment to teach the basics of computing for students with no prior programming experience

Introduction to Programming and Problem-Solving Using Scala Mark C. Lewis,Lisa Lacher,2016-10-14 Praise for the first edition The well written comprehensive book is aiming to become a de facto reference for the language and its features and capabilities The pace is appropriate for beginners programming concepts are introduced progressively through a range of examples and then used as tools for building applications in various domains including sophisticated data structures and algorithms Highly recommended Students of all levels faculty and professionals practitioners D Papamichail University of Miami in CHOICE Magazine Mark Lewis Introduction to the Art of Programming Using Scala was the first textbook to use Scala for introductory CS courses Fully revised and expanded the new edition of this popular text has been divided into two books Introduction to Programming and Problem Solving Using Scala is designed to be used in first semester college classrooms to teach students beginning programming with Scala The book focuses on the key topics students need to know in an introductory course while also highlighting the features that make Scala a great programming language to learn The book is filled with end of chapter projects and exercises and the authors have also posted a number of different supplements on the book website Video lectures for each chapter in the book are also available on YouTube The videos show construction of code from the ground up and this type of live coding is invaluable for learning to program as it allows students into the mind of a more experienced programmer where they can see the thought processes associated with the development of the code About the Authors Mark Lewis is a Professor at Trinity University He teaches a number of different courses spanning from first semester introductory courses to advanced seminars His research interests included simulations and modeling programming languages and numerical modeling of rings around planets with nearby moons Lisa Lacher is an Assistant Professor at the University of Houston Clear Lake with over 25 years of professional software development experience She teaches a number of different courses spanning from first semester introductory courses to graduate level courses Her research interests include Computer Science Education Agile Software Development Human Computer Interaction and Usability Engineering as well as Measurement and Empirical Software Engineering

Computer Systems Architecture Aharon Yadin,2016-08-19 Computer Systems Architecture provides IT professionals and students with the necessary understanding of computer hardware It addresses the ongoing issues related to computer hardware and discusses the solutions supplied by the industry The book describes trends in computing solutions that led to the current available infrastructures tracing the initial need for computers to recent concepts such as the Internet of Things It covers computers data representation explains how computer architecture and its underlying meaning changed over the

years and examines the implementations and performance enhancements of the central processing unit CPU It then discusses the organization hierarchy and performance considerations of computer memory as applied by the operating system and illustrates how cache memory significantly improves performance The author proceeds to explore the bus system algorithms for ensuring data integrity input and output I O components methods for performing I O various aspects relevant to software engineering and nonvolatile storage devices such as hard drives and technologies for enhancing performance and reliability He also describes virtualization and cloud computing and the emergence of software based systems architectures Accessible to software engineers and developers as well as students in IT disciplines this book enhances readers understanding of the hardware infrastructure used in software engineering projects It enables readers to better optimize system usage by focusing on the principles used in hardware systems design and the methods for enhancing performance

A Concise Introduction to Programming in Python Mark J. Johnson,2018-04-17 A Concise Introduction to Programming in Python Second Edition provides a hands on and accessible introduction to writing software in Python with no prior programming experience required The Second Edition was thoroughly reorganized and rewritten based on classroom experience to incorporate A spiral approach starting with turtle graphics and then revisiting concepts in greater depth using numeric textual and image data Clear concise explanations written for beginning students emphasizing core principles A variety of accessible examples focusing on key concepts Diagrams to help visualize new concepts New sections on recursion and exception handling as well as an earlier introduction of lists based on instructor feedback The text offers sections designed for approximately one class period each and proceeds gradually from procedural to object oriented design Examples exercises and projects are included from diverse application domains including finance biology image processing and textual analysis It also includes a brief How To sections that introduce optional topics students may be interested in exploring The text is written to be read making it a good fit in flipped classrooms Designed for either classroom use or self study all example programs and solutions to odd numbered exercises except for projects are available at <http://www.central.edu/go/conciseintro>

Information Systems Efreem G. Mallach,2015-08-18 Most information systems textbooks overwhelm business students with overly technical information they may not need in their careers Information Systems What Every Business Student Needs to Know takes a new approach to the required information systems course for business majors For each topic covered the text highlights key Take Aways that aler

Discovering Computer Science Jessen Havill,2020-10-27 Havill s problem driven approach introduces algorithmic concepts in context and motivates students with a wide range of interests and backgrounds Janet Davis Associate Professor and Microsoft Chair of Computer Science Whitman College This book looks really great and takes exactly the approach I think should be used for a CS 1 course I think it really fills a need in the textbook landscape Marie desJardins Dean of the College of Organizational Computational and Information Sciences Simmons University Discovering Computer Science is a refreshing departure from introductory programming texts

offering students a much more sincere introduction to the breadth and complexity of this ever growing field James Deverick Senior Lecturer The College of William and Mary This unique introduction to the science of computing guides students through broad and universal approaches to problem solving in a variety of contexts and their ultimate implementation as computer programs Daniel Kaplan DeWitt Wallace Professor Macalester College Discovering Computer Science Interdisciplinary Problems Principles and Python Programming is a problem oriented introduction to computational problem solving and programming in Python appropriate for a first course for computer science majors a more targeted disciplinary computing course or at a slower pace any introductory computer science course for a general audience Realizing that an organization around language features only resonates with a narrow audience this textbook instead connects programming to students prior interests using a range of authentic problems from the natural and social sciences and the digital humanities The presentation begins with an introduction to the problem solving process contextualizing programming as an essential component Then as the book progresses each chapter guides students through solutions to increasingly complex problems using a spiral approach to introduce Python language features The text also places programming in the context of fundamental computer science principles such as abstraction efficiency testing and algorithmic techniques offering glimpses of topics that are traditionally put off until later courses This book contains 30 well developed independent projects that encourage students to explore questions across disciplinary boundaries over 750 homework exercises and 300 integrated reflection questions engage students in problem solving and active reading The accompanying website <https://www.discoveringcs.net> includes more advanced content solutions to selected exercises sample code and data files and pointers for further exploration

Cybersecurity Henrique M. D. Santos, 2022-04-27 Cybersecurity A Practical Engineering Approach introduces the implementation of a secure cyber architecture beginning with the identification of security risks It then builds solutions to mitigate risks by considering the technological justification of the solutions as well as their efficiency The process follows an engineering process model Each module builds on a subset of the risks discussing the knowledge necessary to approach a solution followed by the security control architecture design and the implementation The modular approach allows students to focus on more manageable problems making the learning process simpler and more attractive

Computational Thinking for the Modern Problem Solver David Riley, Kenny A. Hunt, 2014-03-27 Through examples and analogies Computational Thinking for the Modern Problem Solver introduces computational thinking as part of an introductory computing course and shows how computer science concepts are applicable to other fields It keeps the material accessible and relevant to noncomputer science majors With numerous color figures this classroom tested book focuses on both foundational computer science concepts and engineering topics It covers abstraction algorithms logic graph theory social issues of software and numeric modeling as well as execution control problem solving strategies testing and data encoding and organizing The text also discusses fundamental concepts of programming including variables and assignment

sequential execution selection repetition control abstraction data organization and concurrency The authors present the algorithms using language independent notation

Explorations in Computing John S. Conery, 2010-10-29 Based on the author's introductory course at the University of Oregon Explorations in Computing An Introduction to Computer Science focuses on the fundamental idea of computation and offers insight into how computation is used to solve a variety of interesting and important real world problems Taking an active learning approach the text encourages students to explore computing ideas by running programs and testing them on different inputs It also features illustrations by Phil Foglio winner of the 2009 and 2010 Hugo Award for Best Graphic Novel Classroom Tested Material The first four chapters introduce key concepts such as algorithms and scalability and hone practical lab skills for creating and using objects In the remaining chapters the author covers divide and conquer as a problem solving strategy the role of data structures issues related to encoding data computer architecture random numbers challenges for natural language processing computer simulation and genetic algorithms Through a series of interactive projects in each chapter students can experiment with one or more algorithms that illustrate the main topic Requiring no prior experience with programming these projects show students how algorithms provide computational solutions to real world problems

Web Resource The book's website at www.cs.uoregon.edu/eic presents numerous ancillaries The lab manual offers step by step instructions for installing Ruby and the RubyLabs gem with Windows XP Mac OS X and Linux The manual includes tips for editing programs and running commands in a terminal emulator The site also provides online documentation of all the modules in the RubyLabs gem Once the gem is installed the documentation can be read locally by a web browser After working through the in depth examples in this textbook students will gain a better overall understanding of what computer science is about and how computer scientists think about problems

Explorations in Computing John S. Conery, 2014-09-24 An Active Learning Approach to Teaching the Main Ideas in Computing Explorations in Computing An Introduction to Computer Science and Python Programming teaches computer science students how to use programming skills to explore fundamental concepts and computational approaches to solving problems The book gives beginning students an introduction to computer science concepts and computer programming Designed for CS0 and CS1 courses it is very well suited for alternative lecture styles including flipped classrooms Prepares Students for Advanced Work in Computer Science A revised and updated version of the author's Explorations in Computing An Introduction to Computer Science this text incorporates two major differences It now uses Python instead of Ruby as the lab software so that students can seamlessly transition from introductory projects to more advanced studies in later courses The book also introduces Python programming providing students with sufficient programming skills so they can implement their own programs

Practical Step by Step Projects The interactive lab projects in each chapter allow students to examine important ideas in computer science particularly how algorithms offer computational solutions to problems Students can type expressions view results and run experiments that help them understand the concepts in a hands on way

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Python software modules for each lab project are available on the author's website. The modules include data files and sample Python code that students can copy and modify. In addition, the site provides a lab manual of installation instructions and tips for editing programs and running commands in a terminal emulator.

[A Concise Introduction to Programming in Python](#)
Mark J. Johnson, 2018-04-17. A Concise Introduction to Programming in Python, Second Edition, provides a hands-on and accessible introduction to writing software in Python with no prior programming experience required. The Second Edition was thoroughly reorganized and rewritten based on classroom experience to incorporate a spiral approach starting with turtle graphics and then revisiting concepts in greater depth using numeric, textual, and image data. Clear, concise explanations written for beginning students, emphasizing core principles. A variety of accessible examples focusing on key concepts. Diagrams to help visualize new concepts. New sections on recursion and exception handling, as well as an earlier introduction of lists based on instructor feedback. The text offers sections designed for approximately one class period each and proceeds gradually from procedural to object-oriented design. Examples, exercises, and projects are included from diverse application domains including finance, biology, image processing, and textual analysis. It also includes a brief "How To" section that introduces optional topics students may be interested in exploring. The text is written to be read, making it a good fit in flipped classrooms. Designed for either classroom use or self-study, all example programs and solutions to odd-numbered exercises, except for projects, are available at <http://www.central.edu/go/conciseintro>.

[A Concise Introduction to Programming in Python](#)
Mark J. Johnson, 2011-12-21. Suitable for newcomers to computer science, A Concise Introduction to Programming in Python provides a succinct yet complete first course in computer science using the Python programming language. The book features short, modular chapters with brief and precise explanations intended for one class period. Early introduction of basic procedural concepts.

Computer Programming for Beginners
Kevin Cooper, 2019-12-12. Are you ready to chart a new course in your programming career? Are you ready but don't know where to begin? Do not worry because these books give you the fundamentals of programming languages. This guide is what you need to learn to program easily and quickly from an expert with over 10 years of experience. All you need is a bit of patience and planning. The books cover topics such as The Complete Introduction Guide for Learning the Basics of C, C++, C#, SQL, JAVA, JAVASCRIPT, PHP, and PYTHON. The concepts of different programming languages, variables of the different programming language, where the language is applicable in our today world, what are the things you need to know about artificial intelligence, how you can start with machine learning, and why you need to understand the fundamentals, the jars of machine learning, and how many they are, what the roadmaps to machine learning are, what the types of machine learning are, and what their impacts are to amplify various elements of business operations. In addition, a book explains Python in detail with the help of detailed coding examples that are usually not available in Python beginner-level books, and that will make your journey easier. Python is a robust programming language and supports both functional and object-oriented concepts. We took a lot of care, and we tried

to explain a lot of concepts that are important for the success of an entry level programmer Along with all these basic concepts we have tried to give some practical examples which can help the reader understand the concepts better We will discuss in detail the best parts of the book Brief history of Python and different development environments available Detailed reading about conditionals and loops along with programming code Functions modules and object oriented programming in detail The books are well arranged for easy understanding Don t forget to brush up your knowledge by going through the exercise pages So what are you waiting for Let the programming begin Invest in your future Click the Buy Now button at the top of this page and get your copy of Computer Programming for Beginners now **Python Programming** John M. Zelle,2004 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 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 textbook was written with a single overarching goal to present the core concepts of computer science as simply as possible without being simplistic [Introduction to Computational Models with Python](#) Jose M. Garrido,2015-08-28 Introduction to Computational Models with Python explains how to implement computational models using the flexible and easy to use Python programming language The book uses the Python programming language interpreter and several packages from the huge Python Library that improve the performance of numerical computing such as the Numpy and Scipy m **An Introduction to Python and Computer Programming** Yue Zhang,2015 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 *Computer Simulation* Yahya Esmail Osais,2017-11-28 Computer simulation is an effective and popular universal tool that can be applied to almost all disciplines Requiring only basic knowledge of programming mathematics and probability theory *Computer Simulation A Foundational Approach Using Python* takes a hands on approach to programming to introduce the fundamentals of computer simulation The main target of the book is computer science and engineering students who are interested mainly in directly applying the techniques to their research problems The book will be of great interest to senior undergraduate and starting graduate students in the fields of computer science and engineering and industrial engineering

Introduction to Functional Programming Richard Bird, Philip Wadler, 1990-01-01 **Python First** Atanas

Radenski, 2007-03-01 Sure it's one thing to use Windows. But understanding the guts of computing the source code gives you a higher level of control. In an age when all the world runs on computers, few fields are as important and useful as programming, and few languages are as interactive and easy to learn as Python. Designed to make computer science in general and programming in particular more accessible and exciting to learners, this introduction to computing is ideal for those with little prior experience. A paper companion to the Python First digital pack from studypack.com, the complete digital pack featuring detailed e-texts, a wealth of detailed self-guided labs that learners can complete on their own, sample programs, extensive quizzes, and slides, this workbook offers a printed version of all e-texts and self-guided labs from the Python First digital pack. All e-texts and labs are published in the same format as they appear in the digital pack. Are you a learner who wishes or needs to pursue a Python First course of study? If you are, and if you enjoy traditional books, then this Python First printed companion is for you. To learn more of Python First, please visit the Study Pack site at <http://studypack.com>. About the Author: Atanas Radenski is a professor of computer science at Chapman University in Orange, California. His current professional interests are programming languages, object-oriented programming, and computer science education. Atanas's previous research has been focused on parallel and distributed computing, functional and logic programming, data bases, and theory. His scholarship has been supported with research grants from the National Science Foundation, the National Aeronautics and Space Administration, and other agencies. Throughout his career, Atanas has taught and mentored various undergraduate and graduate students. Some of his innovative teaching experiences have been disseminated through peer-reviewed professional publications.

A Primer on Scientific Programming with Python Hans Petter

Langtangen, 2011-03-31 The book serves as a first introduction to computer programming of scientific applications using the high-level Python language. The exposition is example- and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology, and finance. The book teaches Matlab style and procedural programming as well as object-oriented programming. High school mathematics is a required background, and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems arising in various branches of science and engineering with the aid of numerical methods and programming. By blending programming, mathematics, and scientific applications, the book lays a solid foundation for practicing computational science.

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