

Introduction Computing Using Python Application

The Practice of Computing Using Python
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An Introduction to Computing Using Python
Introduction to Computing Using Python
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review this excellent book of prof verma is a single resource which a student can use to learn the fast developing field of computational science in addition to the description of python language it provides a broad overview of hardware software classic numerical methods and everything in between i recommend it strongly to all prof prateek sharma iisc bengaluru key features of the book perfect book for introduction to practical numerical algorithms and programs for advanced undergraduate and beginning graduate students introduces python programming language and its modules related to numerical computing covers numpy matplotlib and scipy modules in details illustrates how to make a variety of plots and animations detailed discussions on important numerical algorithms interpolation integration differentiation ode and pde solvers and linear algebra solvers practical implementation of the algorithms in python introduces spectral and finite difference methods and applications to fluid mechanics and quantum mechanics includes chapters on monte carlo methods and applications to statistical physics as well as on error analysis a brief introduction to computer hardware complexity estimates and nondimensionalization

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from the ground up for python programming rather than having been translated from java or c focusing on data manipulation and analysis as a theme the text allows readers to work on real problems using internet sourced or self generated data sets that represent their own work and interests the authors also emphasize program development and provide readers of all backgrounds with a practical foundation in programming that suit their needs among other changes the third edition incorporates a switch to the anaconda distribution the spyder ide and a focus on debugging and guis 0134520513 9780134520513 the practice of computing using python plus myprogramminglab with pearson etext access card package 3 e package consists of 0134381327 9780134381329 myprogramminglab with pearson etext access card package 0134379764 9780134379760 the practice of computing using python 3 e

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a functional start to computing with python enables students to quickly learn computing without having to use loops variables and object abstractions at the start requiring no prior programming experience the book draws on python s flexible data types and operations as well as its capacity for defining new functions along with the specifics of

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this easy to understand textbook presents a modern approach to learning numerical methods or scientific computing with a unique focus on the modeling and applications of the mathematical content emphasis is placed on the need for and methods of scientific computing for a range of different types of problems supplying the evidence and justification to motivate the reader practical guidance on coding the methods is also provided through simple to follow examples using python topics and features

provides an accessible and applications oriented approach supported by working python code for many of the methods encourages both problem and project based learning through extensive examples exercises and projects drawn from practical applications introduces the main concepts in modeling python programming number representation and errors explains the essential details of numerical calculus linear and nonlinear equations including the multivariable newton method discusses interpolation and the numerical solution of differential equations covering polynomial interpolation splines and the euler runge kutta and shooting methods presents largely self contained chapters arranged in a logical order suitable for an introductory course on scientific computing undergraduate students embarking on a first course on numerical methods or scientific computing will find this textbook to be an invaluable guide to the field and to the application of these methods across such varied disciplines as computer science engineering mathematics economics the physical sciences and social science

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guzdial introduces programming as a way of creating and manipulating mediaa context familiar and intriguing to today s readers starts readers with actual programming early on puts programming in a relevant context computing for communications includes implementing photoshop like effects reversing splicing sounds creating animations acknowledges that readers in this audience care about the introduces html and covers writing programs that generate html uses the as a data source shows readers how to read from files but also how to write programs to directly read pages and distill information from there for use in other calculations other pages etc examples include temperature from a weather page stock prices from a financials page a comprehensive guide for anyone interested in learning the basics of programming with one of the best web languages python

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