

Introduction To Computing Using Python Perkovic

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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

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