

Introduction To Computing Using Python Perkovic

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for courses in python programming now in its third edition practice of computing using python continues to introduce both majors and non majors taking cs1 courses to computational thinking using python with a strong emphasis on problem solving through computer science the authors have chosen python for its simplicity powerful built in data structures advanced control constructs and practicality the text is built 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 students to work on real problems using internet sourced or self generated data sets that represent their own work and interests the authors also emphasise program development and provide both majors and non majors with a practical foundation in programming that will be useful in their respective fields among other changes the third edition incorporates a switch to the anaconda distribution the spyder ide and a focus on debugging and gui

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

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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

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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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