Introduction Computing Using Python Application

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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 guis

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

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this book introduction to computing and problem solving with python will help every student teacher and researcher to understand the computing basics and advanced pythonprogramming language the python programming topics include the reserved keywords identifiers variables operators data types and their operations flowcontrol techniques which include decision making and looping modules filesand exception handling techniques advanced topics like python regularexpressions database programming and object oriented programming concepts arealso covered in detail all chapters have worked out programs illustrations review and frequently asked interview questions the simple style of presentationmakes this a friend for self learners more than 300 solved lab exercisesavailable in this book is tested in python 3 4 3 version for windows the book covers syllabus for more than 35 international universities and45

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perkovic s introduction to computing using python an application development focus 2nd edition is more than just an introduction to programming it is an inclusive introduction to computer science that takes the pedagogical approach of the right tool for the job at the right moment and focuses on application development the approach is hands on and problem oriented with practice problems and solutions appearing throughout the text the text is imperative first but does not shy away from discussing objects early where appropriate discussions of user defined classes and object oriented programming appear later in the text when students have more background and concepts can be motivated chapters include an introduction to problem solving techniques and classical algorithms problem solving and programming and ways to apply core skills to application development this edition also includes examples and practice problems provided within a greater variety of domains it also includes case studies integrated into additional chapters providing students with real life applications using the concepts and tools covered in the chapters

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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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problems and solutions appearing throughout the text the text is imperative first but does not shy away from discussing objects early where appropriate discussions of user defined classes and object oriented programming appear later in the text when students have more background and concepts can be motivated chapters include an introduction to problem solving techniques and classical algorithms problem solving and programming and ways to apply core skills to application development this edition also includes examples and practice problems provided within a greater variety of domains an additional chapter of case studies is exclusive to the wiley e text providing students with real life applications using the concepts and tools covered in the chapters

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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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step by step guide to learn and solve complex computational problems with nature inspired algorithms key features artificial neural networks deep learning models using keras quantum computers and programming genetic algorithms cnn and rnns swarm intelligence systems reinforcement learning using openai artificial life dna computing fractals description natural computing is the field of research inspired by nature that allows the development of new algorithms to solve complex problems leads to the synthesis of natural models and may result in the design of new computing systems this book exactly aims to educate you with practical examples on topics of importance associated with research field of natural computing the initial few chapters will quickly walk you through neural networks while describing deep learning architectures such as cnn rnn and autoencoders using keras as you progress further you ll gain understanding to develop genetic algorithm to solve traveling saleman problem implement swarm intelligence techniques using the swarmpackagepy and cellular automata techniques such as game of life langton s ant etc the latter half of the book will introduce you to the world of fractals such as such as the cantor set and the mandelbrot set develop a quantum program with the qiskit tool that runs on a real quantum computing platform namely the ibm q machine and a python simulation of the adleman experiment that showed for the first time the possibility of performing computations at the molecular level what will you learn mastering artificial neural networks developing artificial intelligence systems resolving complex problems with genetic programming and swarm intelligence algorithms programming quantum computers exploring the mathematical world of fractals simulating complex systems by cellular automata understanding the basics of dna computationwho this book is for this book is for all science enthusiasts in particular who want to understand what are the links between

computer sciences and natural systems interested readers should have good skills in math and python programming along with some basic knowledge of physics and biology although some knowledge of the topics covered in the book will be helpful it is not essential to have worked with the tools covered in the book table of contents1 neural networks2 deep learning3 genetic algorithms and programming4 swarm intelligence5 cellular automata6 fractals7 quantum computing8 dna computingabout the authorgiancarlo zaccone has over ten years of experience in managing research projects in scientific and industrial areas he is a software and systems engineer consultant at european space agency estec giancarlo holds a master s degree in physics and an advanced master s degree in scientific computing at la sapienza of rome her linkedin profile linkedin com in giancarlozaccone

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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