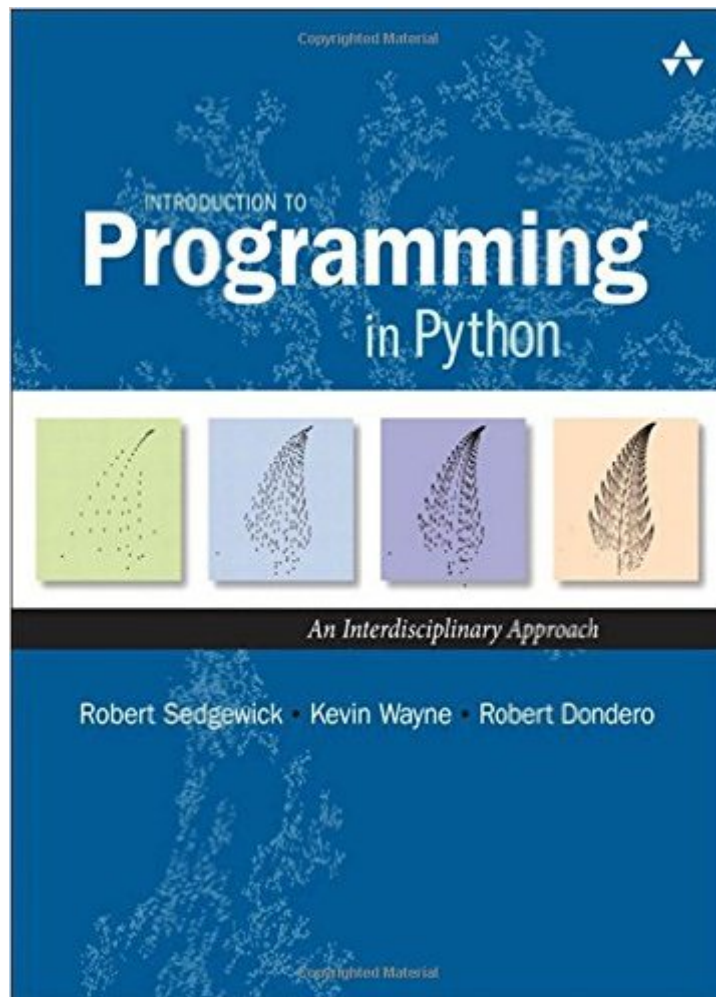


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Introduction To Programming In Python: An Interdisciplinary Approach



Synopsis

Today, anyone in a scientific or technical discipline needs programming skills. Python is an ideal first programming language, and *Introduction to Programming in Python* is the best guide to learning it. Princeton University's Robert Sedgewick, Kevin Wayne, and Robert Dondero have crafted an accessible, interdisciplinary introduction to programming in Python that emphasizes important and engaging applications, not toy problems. The authors supply the tools needed for students to learn that programming is a natural, satisfying, and creative experience. This example-driven guide focuses on Python's most useful features and brings programming to life for every student in the sciences, engineering, and computer science. Coverage includes Basic elements of programming: variables, assignment statements, built-in data types, conditionals, loops, arrays, and I/O, including graphics and sound Functions, modules, and libraries: organizing programs into components that can be independently debugged, maintained, and reused Object-oriented programming and data abstraction: objects, modularity, encapsulation, and more Algorithms and data structures: sort/search algorithms, stacks, queues, and symbol tables Examples from applied math, physics, chemistry, biology, and computer science—all compatible with Python 2 and 3 Drawing on their extensive classroom experience, the authors provide Q&As, exercises, and opportunities for creative practice throughout. An extensive amount of supplementary information is available at introcs.cs.princeton.edu/python. With source code, I/O libraries, solutions to selected exercises, and much more, this companion website empowers people to use their own computers to teach and learn the material.

Book Information

Hardcover: 792 pages

Publisher: Addison-Wesley Professional; 1 edition (June 12, 2015)

Language: English

ISBN-10: 0134076435

ISBN-13: 978-0134076430

Product Dimensions: 7.6 x 1.2 x 9.1 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars See all reviews (9 customer reviews)

Best Sellers Rank: #165,076 in Books (See Top 100 in Books) #175 in Books > Computers & Technology > Programming > Languages & Tools > Python #344 in Books > Computers & Technology > Programming > Introductory & Beginning #448 in Books > Computers &

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This book was written by three very distinctly different authors, which had it's own bipolar quality to it. One of the authors is quite technical and enjoys digging deep into Python with the enthusiasm of a puppy with a new ball. Another author likes to show the readers how to create and play games using Python and has a great flare for taking the pages from simple steps to wonderful creations. The last author is the grumpy professor that just want you to shut up and listen to his lecture. That author knows way too much about Python but not enough about teaching new learners. In a weird way, it all balances out. It's like the old good cop, bad cop, psychopath cop thing. There is quite a bit of math in this book but then again, most programming books are heavy into functions, arrays, patterns and other mind numbing topics. Thanks to the bipolar nature of the writers, the reader isn't overburdened with too much math at any given time. The math also builds on itself to show you how you get from point A to point 74.14 of quadrant stray.create.id [i+j]. See how easy that is? I'm not a math guy, which is why I have too many speeding tickets and spend too much at the grocery store. I did enjoy this book, though. This is a computer science book written from an academic community that just so happens to cover Python. In my opinion, if you really want to learn Python, you should look at another book. This is the type of book you get assigned in school, not one you buy because you want to learn how to code. Python is a hackers language. It is simple, clean and easy to work with. This book makes it appear to much more complicated than it needs to be.

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