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Explorations in Computing 2014-09-24

an active learning approach to teaching the main ideas in computing explorations in computing an introduction to computer science and python programming teaches computer science students how to use programming skills to explore fundamental concepts and computational approaches to solving problems tbook gives beginning students an introduction to

Beginning Programming with Python For Dummies 2023-01-05

create simple easy programs in the popular python language beginning programming with python for dummies is the trusted way to learn the foundations of programming using the python programming language python is one of the top ranked languages and there s no better way to get started in computer programming than this friendly guide you ll learn the basics of coding and the process of creating simple fun programs right away this updated edition features new chapters including coverage of google colab plus expanded information on functions and objects and new examples and graphics that are relevant to today s beginning coders dummies helps you discover the wealth of things you can achieve with python employ an online coding environment to avoid installation woes and code anywhere any time learn the basics of programming using the popular python language create easy fun projects to show off your new coding chops fix errors in your code and use python with external data sets beginning programming with python for dummies will get new programmers started the easy way

Python Programming 2004

this book is suitable for use in a university level first course in computing cs1 as well as the increasingly popular course known as cs0 it is difficult for many students to master basic concepts in computer science and programming a large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach cs1 and cs2 this textbook was written with a single overarching goal to present the core concepts of computer science as simply as possible without being simplistic

Intro to Python Programming 2022-03-16

learning python has never been this fast and easy or fun veteran codemy com programmer john elder walks you step by step through the ins and outs of python programming written for the absolute beginner you don t need any programming experience to dive in and get started with this book follow along as john teaches you to set up a development environment and write your first program you ll learn about variables math if else statements lists dictionaries loops functions and much more by the end you ll be well on your way to becoming a professional python coder build on your skills with practice exercises at the end of each chapter and build a math flashcard game using all the skills you ve learned throughout the book it really is this easy to learn python

Advanced Guide to Python 3 Programming 2019-09-18

advanced guide to python 3 programming delves deeply into a

host of subjects that you need to understand if you are to develop sophisticated real world programs each topic is preceded by an introduction followed by more advanced topics along with numerous examples that take you to an advanced level there are nine different sections within the book covering computer graphics including gui games testing file input and output databases access logging concurrency and parallelism reactive programming and networking each section is self contained and can either be read on its own or as part of the book as a whole this book is aimed at the those who have learnt the basics of the python 3 language but want to delve deeper into python s eco system of additional libraries and modules to explore concurrency and parallelism to create impressive looking graphical interfaces to work with databases and files and to provide professional logging facilities

A Beginners Guide to Python 3 Programming 2023-10-01

this textbook is aimed at readers who have little or no knowledge of computer programming but want to learn to program in python it starts from the very basics including how to install your python environment how to write a very simple program and run it what a variable is what an if statement is how iteration works using for and while loops as well as important key concepts such as functions classes and modules each subject area is prefaced with an introductory chapter before continuing with how these ideas work in python the second edition has been completely updated for the latest versions of python including python 3 11 and python 3 12 new chapters have been added such as those that consider where and how python is used the use of frozensets how data can be sorted enumerated types in python structural pattern matching and how and why python virtual environments are configured a

new chapter the python bites back is introduced to present the fourteen most common biggest gotchas for someone new to python other sections have been updated with new features such as exception groups string operations and dictionary operations a beginners guide to python 3 programming second edition provides all you need to know about python with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters

Introduction to Computation and Programming Using Python, third edition 2021-01-26

the new edition of an introduction to the art of computational problem solving using python this book introduces students with little or no prior programming experience to the art of computational problem solving using python and various python libraries including numpy matplotlib random pandas and sklearn it provides students with skills that will enable them to make productive use of computational techniques including some of the tools and techniques of data science for using computation to model and interpret data as well as substantial material on machine learning all of the code in the book and an errata sheet are available on the book s web page on the mit press website

Java Programming for the Absolute Beginner 2007

java programming for the absolute beginner provides you with an introduction to java that allows you to learn the fundamentals of object oriented programming while becoming acquainted with many of the core features of java this book starts with the

assumption that you have not previously written a computer program it then walks you through the creation of a variety of games and applications after you have your footing with the basics you learn to develop your own systems of classes and by the end of the book you are working with many of java s graphical user interface gui features and developing a desktop windows application this book provides a solid introduction for anyone desiring a relaxed fully guided tour of the fundamentals of java programming and the objectoriented approach to application development

Introduction to Computation and Programming Using Python, revised and expanded edition 2013-08-09

an introductory text that teaches students the art of computational problem solving covering topics that range from simple algorithms to information visualization this book introduces students with little or no prior programming experience to the art of computational problem solving using python and various python libraries including pylab it provides students with skills that will enable them to make productive use of computational techniques including some of the tools and techniques of data science for using computation to model and interpret data the book is based on an mit course which became the most popular course offered through mit s opencourseware and was developed for use not only in a conventional classroom but in a massive open online course or mooc offered by the pioneering mit harvard collaboration edx students are introduced to python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration bisection search and efficient approximation algorithms the book does not require knowledge of mathematics beyond high school algebra but does assume that

readers are comfortable with rigorous thinking and not intimidated by mathematical concepts although it covers such traditional topics as computational complexity and simple algorithms the book focuses on a wide range of topics not found in most introductory texts including information visualization simulations to model randomness computational techniques to understand data and statistical techniques that inform and misinform as well as two related but relatively advanced topics optimization problems and dynamic programming introduction to computation and programming using python can serve as a stepping stone to more advanced computer science courses or as a basic grounding in computational problem solving for students in other disciplines

Get Programming with JavaScript

2016-08-09

summary get programming with javascript is a hands on introduction to programming for readers who have never programmed you ll be writing your own web apps games and programs in no time foreword by remy sharp purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the book are you ready to start writing your own web apps games and programs you re in the right place get programming with javascript is a hands on introduction to programming for readers who have never written a line of code since you re just getting started this friendly book offers you lots of examples backed by careful explanations as you go along you ll find exercises to check your understanding and plenty of opportunities to practice your new skills you don t need any thing special to follow the examples just the text editor and web browser already installed on your computer we even give you links to working online code so you can see how everything should look live on your screen what s inside all the basics objects functions

responding to users and more think like a coder and design your own programs create a text based adventure game enhance web pages with javascript run your programs in a web browser four bonus chapters available online about the reader no experience required all you need is a web browser and an internet connection about the author john larsen is a mathematics and computing teacher with an interest in educational research he has an ma in mathematics and an msc in information technology he started programming in 1982 writing simple programs for teaching mathematics in 1993 building websites in 2001 and developing data driven web based applications for education in 2006 table of contents part 1 core concepts on the console programming javascript and js bin variables storing data in your program objects grouping your data functions code on demand arguments passing data to functions return values getting data from functions object arguments functions working with objects arrays putting data into lists constructors building objects with functions bracket notation flexible property names part 2 organizing your programs scope hiding information conditions choosing code to run modules breaking a program into pieces models working with data views displaying data controllers linking models and views part 3 javascript in the browser html building web pages controls getting user input templates filling placeholders with data xhr loading data conclusion get programming with javascript bonus online chapters node running javascript outside the browser express building an api polling repeating requests with xhr socket io real time messaging

Android Game Programming by Example 2015

about this book implement the critical main game loop and structure your games to enable an array of advanced features

animate your characters with sprite sheets add multiple scrolling parallax backgrounds and implement genuinely tough playable levels in your games build super smooth 60 frames per second with the help of this easy to follow projects based guide who this book is for the book is best suited for existing android or java programmers who want to adapt their skills to make exciting android games the book is also for determined readers who might have no android game programming or even java experience but a reasonable understanding of object oriented programming knowledge is assumed

Software Development, Design and Coding 2017-11-25

learn the principles of good software design and how to turn those principles into great code this book introduces you to software engineering from the application of engineering principles to the development of software you ll see how to run a software development project examine the different phases of a project and learn how to design and implement programs that solve specific problems it s also about code construction how to write great programs and make them work whether you re new to programming or have written hundreds of applications in this book you ll re examine what you already do and you ll investigate ways to improve using the java language you ll look deeply into coding standards debugging unit testing modularity and other characteristics of good programs with software development design and coding author and professor john dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding what you ll learn review modern agile methodologies including scrum and lean programming leverage the capabilities of modern computer systems with parallel programming work with design patterns to

exploit application development best practices use modern tools for development collaboration and source code controls who this book is for early career software developers or upper level students in software engineering courses

Functional Programming For Dummies **2019-02-06**

your guide to the functional programming paradigm functional programming mainly sees use in math computations including those used in artificial intelligence and gaming this programming paradigm makes algorithms used for math calculations easier to understand and provides a concise method of coding algorithms by people who aren't developers current books on the market have a significant learning curve because they're written for developers by developers until now functional programming for dummies explores the differences between the pure as represented by the haskell language and impure as represented by the python language approaches to functional programming for readers just like you the pure approach is best suited to researchers who have no desire to create production code but do need to test algorithms fully and demonstrate their usefulness to peers the impure approach is best suited to production environments because it's possible to mix coding paradigms in a single application to produce a result more quickly functional programming for dummies uses this two pronged approach to give you an all in one approach to a coding methodology that can otherwise be hard to grasp learn pure and impure when it comes to coding dive into the processes that most functional programmers use to derive analyze and prove the worth of algorithms benefit from examples that are provided in both python and haskell glean the expertise of an expert author who has written some of the market leading programming books to date if

you're ready to massage data to understand how things work in new ways you've come to the right place

Introduction to Computation and Programming Using Python, second edition 2016-08-08

the new edition of an introductory text that teaches students the art of computational problem solving covering topics ranging from simple algorithms to information visualization this book introduces students with little or no prior programming experience to the art of computational problem solving using python and various python libraries including pylab it provides students with skills that will enable them to make productive use of computational techniques including some of the tools and techniques of data science for using computation to model and interpret data the book is based on an mit course which became the most popular course offered through mit's opencourseware and was developed for use not only in a conventional classroom but in a massive open online course mooc this new edition has been updated for python 3 reorganized to make it easier to use for courses that cover only a subset of the material and offers additional material including five new chapters students are introduced to python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration bisection search and efficient approximation algorithms although it covers such traditional topics as computational complexity and simple algorithms the book focuses on a wide range of topics not found in most introductory texts including information visualization simulations to model randomness computational techniques to understand data and statistical techniques that inform and misinform as well as two related but relatively advanced topics optimization problems and dynamic programming this edition offers expanded material on

statistics and machine learning and new chapters on frequentist and bayesian statistics

Software for Data Analysis 2008-06-14

john chambers turns his attention to r the enormously successful open source system based on the s language his book guides the reader through programming with r beginning with simple interactive use and progressing by gradual stages starting with simple functions more advanced programming techniques can be added as needed allowing users to grow into software contributors benefiting their careers and the community r packages provide a powerful mechanism for contributions to be organized and communicated this is the only advanced programming book on r written by the author of the s language from which r evolved

Concepts in Programming Languages 2003

a comprehensive undergraduate textbook covering both theory and practical design issues with an emphasis on object oriented languages

Genetic Programming 1992

in this ground breaking book john koza shows how this remarkable paradigm works and provides substantial empirical evidence that solutions to a great variety of problems from many different fields can be found by genetically breeding populations of computer programs genetic programming may be more powerful than neural networks and other machine learning techniques able to solve problems in a wider range of disciplines in this ground breaking book john koza shows how this remarkable paradigm works and

provides substantial empirical evidence that solutions to a great variety of problems from many different fields can be found by genetically breeding populations of computer programs genetic programming contains a great many worked examples and includes a sample computer code that will allow readers to run their own programs in getting computers to solve problems without being explicitly programmed koza stresses two points that seemingly different problems from a variety of fields can be reformulated as problems of program induction and that the recently developed genetic programming paradigm provides a way to search the space of possible computer programs for a highly fit individual computer program to solve the problems of program induction good programs are found by evolving them in a computer against a fitness measure instead of by sitting down and writing them

Foundations for Programming Languages 1996

programming languages embody the pragmatics of designing software systems and also the mathematical concepts which underlie them anyone who wants to know how for example object oriented programming rests upon a firm foundation in logic should read this book it guides one surefootedly through the rich variety of basic programming concepts developed over the past forty years robin milner professor of computer science the computer laboratory cambridge university programming languages need not be designed in an intellectual vacuum john mitchell s book provides an extensive analysis of the fundamental notions underlying programming constructs a basic grasp of this material is essential for the understanding comparative analysis and design of programming languages luca cardelli digital equipment corporation written for advanced undergraduate and beginning

graduate students foundations for programming languages uses a series of typed lambda calculi to study the axiomatic operational and denotational semantics of sequential programming languages later chapters are devoted to progressively more sophisticated type systems

Power Programming with RPC 1992-02

computer systems organization computer communication networks

Android Programming for Beginners 2015-12-31

learn all the java and android skills you need to start making powerful mobile applications about this book kick start your android programming career or just have fun publishing apps to the google play marketplace a first principles introduction to java via android which means you ll be able to start building your own applications from scratch learn by example and build three real world apps and over 40 mini apps throughout the book who this book is for are you trying to start a career in programming but haven t found the right way in do you have a great idea for an app but don t know how to make it a reality or maybe you re just frustrated that to learn android you must know java if so android programming for beginners is for you you don t need any programming experience to follow along with this book just a computer and a sense of adventure what you will learn master the fundamentals of coding java for android install and set up your android development environment build functional user interfaces with the android studio visual designer add user interaction data captures sound and animation to your apps manage your apps data using the built in android sqlite database find out about the

design patterns used by professionals to make top grade applications build deploy and publish real android applications to the google play marketplace in detail android is the most popular os in the world there are millions of devices accessing tens of thousands of applications it is many people s entry point into the world of technology it is an operating system for everyone despite this the entry fee to actually make android applications is usually a computer science degree or five years worth of java experience android programming for beginners will be your companion to create android applications from scratch whether you re looking to start your programming career make an application for work be reintroduced to mobile development or are just looking to program for fun we will introduce you to all the fundamental concepts of programming in an android context from the java basics to working with the android api all examples are created from within android studio the official android development environment that helps supercharge your application development process after this crash course we ll dive deeper into android programming and you ll learn how to create applications with a professional standard ui through fragments make location aware apps with google maps integration and store your user s data with sqlite in addition you ll see how to make your apps multilingual capture images from a device s camera and work with graphics sound and animations too by the end of this book you ll be ready to start building your own custom applications in android and java style and approach with more than 40 mini apps to code and run android programming for beginners is a hands on guide to learning android and java each example application demonstrates a different aspect of android programming alongside these mini apps we push your abilities by building three larger applications to demonstrate android application development in context

Beginning Visual Basic 6 Database Programming 2013-11-11

provides a good foundation for microsoft access and visual basic database programming offers thorough coverage of object oriented programming including how to create data handling classes and activex controls for code reusability covers dao ado asp and sql and demonstrates how to take data mining to the next level

Beginner's Guide to Kotlin Programming 2021-10-08

this textbook assumes very little knowledge of programming so whether you have dabbled with a little javascript played with a bit of python written java or have virtually no programming experience at all you will find that it is for you the first part of the book introduces kotlin program structures as well as conditional flow of control features such as if and when expressions as well as iteration loops such as for while and do while subsequent chapters explain how functions are implemented in kotlin and introduce concepts from functional programming such as higher order functions and curried functions the second part focusses on object oriented programming techniques these include classes inheritance abstraction and interfaces the third part presents container data types such as arrays and collections including lists sets and maps and the fourth part considers concurrency and parallelism using kotlin coroutines the book concludes with an introduction to android mobile application development using kotlin clear steps are provided explaining how to set up your environment and get started writing your own kotlin programs an important aspect of the book is teaching by example and there are many examples presented throughout the chapters these

examples are supported by a public github repository that provides complete working code as well as sample solutions to the chapter exercises this helps illustrate how to write well structured clear idiomatic kotlin to build real applications





























































Algorithms for Functional Programming **2018-11-07**

this book presents a variety of widely used algorithms expressing them in a pure functional programming language to make their structure and operation clearer to readers in the opening chapter the author introduces the specific notations that constitute the variant of scheme that he uses the second chapter introduces many of the simpler and more general patterns available in functional programming the chapters that follow introduce and explain data structures sorting combinatorial constructions graphs and sublist search throughout the book the author presents the algorithms in a purely functional version of the scheme programming language which he makes available on his website the book is supported with exercises and it is suitable for undergraduate and graduate courses on programming techniques

A First Course in Statistical **Programming with R** 2021-05-20

get started computing with data learn general principles while learning r now including the tidyverse

CUDA C **2015-09-24**

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Introduction to Computation and Programming Using Python 2013

this book introduces students with little or no prior programming experience to the art of computational problem solving using python and various python libraries including pylab it provides students with skills that will enable them to make productive use of computational techniques including some of the tools and techniques of data science for using computation to model and interpret data the book is based on an mit course which became the most popular course offered through mit s opencourseware and was developed for use not only in a conventional classroom but in a massive open online course or mooc offered by the pioneering mit harvard collaboration edx students are introduced to python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration bisection search and efficient approximation algorithms the book does not require knowledge of mathematics beyond high school algebra but does assume that readers are comfortable with rigorous thinking and not intimidated by mathematical concepts although it covers such traditional topics as computational complexity and simple algorithms the book focuses on a wide range of topics not found in most introductory texts including information visualization simulations to model

randomness computational techniques to understand data and statistical techniques that inform and misinform as well as two related but relatively advanced topics optimization problems and dynamic programming introduction to computation and programming using python can serve as a stepping stone to more advanced computer science courses or as a basic grounding in computational problem solving for students in other disciplines

Programming the Human Biocomputer 2010-06-15

the parallels between the human brain and computers is easy to see today but in the 1950 s when john lilly developed his theory of the human biocomputer this was a dramatic new way of viewing humans much like a driver can step out of the car we are not our biocomputer the self is something far greater and more mysterious rooted in his extensive knowledge of neurophysiology neuroanatomy and electronics and developed through personal experimentation in the sensory isolation tank which he invented lilly presents a method for learning to manipulate to drive the bio robot which is our vehicle here on earth robots this manual shows how to step out of the mind body and find out who we really are

Foundations of Python Network Programming 2011-02-24

this second edition of foundations of python network programming targets python 2.5 through python 2.7 the most popular production versions of the language python has made great strides since apress released the first edition of this book back in the days of python 2.3 the advances required new chapters to be written from the ground up and others to be extensively revised you will learn fundamentals like ip tcp dns and ssl by using

working python programs you will also be able to familiarize yourself with infrastructure components like memcached and message queues you can also delve into network server designs and compare threaded approaches with asynchronous event based solutions but the biggest change is this edition's expanded treatment of the web the http protocol is covered in extensive detail with each feature accompanied by sample python code you can use your http protocol expertise by studying an entire chapter on screen scraping and you can then test lxml and BeautifulSoup against a real world web site the chapter on web application programming now covers both the wsgi standard for component interoperability as well as modern web frameworks like django finally all of the old favorites from the first edition are back e mail protocols like smtp pop and imap get full treatment as does xml rpc you can still learn how to code python network programs using the telnet and ftp protocols but you are likely to appreciate the power of more modern alternatives like the paramiko ssh2 library if you are a python programmer who needs to learn the network this is the book that you want by your side

Algorithms For Dummies 2022-03-28

your secret weapon to understanding and using one of the most powerful influences in the world today from your facebook news feed to your most recent insurance premiums even making toast algorithms play a role in virtually everything that happens in modern society and in your personal life and while they can seem complicated from a distance the reality is that with a little help anyone can understand and even use these powerful problem solving tools in algorithms for dummies you'll discover the basics of algorithms including what they are how they work where you can find them spoiler alert everywhere who invented the most important ones in use today a greek philosopher is involved and how to create them yourself you'll also find dozens of graphs and

charts that help you understand the inner workings of algorithms links to an online repository called github for constant access to updated code step by step instructions on how to use google colab a zero setup coding environment that runs right from your browser whether you're a curious internet user wondering how google seems to always know the right answer to your question or a beginning computer science student looking for a head start on your next class algorithms for dummies is the can't miss resource you've been waiting for

Foundations of Python Network Programming 2014-10-20

foundations of python network programming third edition covers all of the classic topics found in the second edition of this book including network protocols network data and errors email server architecture and http and web applications plus updates for python 3 some of the new topics in this edition include extensive coverage of the updated ssl support in python 3 how to write your own asynchronous i/o loop an overview of the asyncio framework that comes with python 3.4 how the flask web framework connects urls to your python code how cross site scripting and cross site request forgery can be used to attack your web site and how to protect against them how a full stack web framework like django can automate the round trip from your database to the screen and back if you're a python programmer who needs a deep understanding of how to use python for network related tasks and applications this is the book for you from web application developers to systems integrators to system administrators this book has everything that you need to know

Expert C++ 2023-08-25

take your c skills to the next level with expert insights on advanced techniques design patterns and high performance programming purchase of the print or kindle book includes a free pdf ebook key features master templates metaprogramming and advanced functional programming techniques to elevate your c skills design scalable and efficient c applications with the latest features of c 17 and c 20 explore real world examples and essential design patterns to optimize your code book description are you an experienced c developer eager to take your skills to the next level this updated edition of expert c is tailored to propel you toward your goals this book takes you on a journey of building c applications while exploring advanced techniques beyond object oriented programming along the way you ll get to grips with designing templates including template metaprogramming and delve into memory management and smart pointers once you have a solid grasp of these foundational concepts you ll advance to more advanced topics such as data structures with stl containers and explore advanced data structures with c additionally the book covers essential aspects like functional programming concurrency and multithreading and designing concurrent data structures it also offers insights into designing world ready applications incorporating design patterns and addressing networking and security concerns finally it adds to your knowledge of debugging and testing and large scale application design with expert c as your guide you ll be empowered to push the boundaries of your c expertise and unlock new possibilities in software development what you will learn go beyond the basics to explore advanced c programming techniques develop proficiency in advanced data structures and algorithm design with c 17 and c 20 implement best practices and design patterns to build scalable c applications master c for machine learning data science and data analysis framework design design

world ready applications incorporating networking and security considerations strengthen your understanding of c concurrency multithreading and optimizing performance with concurrent data structures who this book is for this book will empower experienced c developers to achieve advanced proficiency enabling them to build professional grade applications with the latest features of c 17 and c 20 if you re an aspiring software engineer or computer science student you ll be able to master advanced c programming techniques through real world applications that will prepare you for complex projects and real world challenges

Essentials of Logic Programming 1990

logic programming has developed into a broad discipline within computing science besides its basic role as a declarative programming language it is also contributing significantly to such fields as artificial intelligence new generation computing software engineering and deductivedatabases this new book presents the fundamentals of logic programming from both practical and theoretical viewpoints it covers various extensions of the formalism its relationship to prolog its formal semantics and its applications to program analysis and transformation the text is illustrated with numerous diagrams there are two distinguishing features of the book designed to make it adaptable to various forms of usage and accessible to various audiences the material is organized into sixty modular themes permitting many kinds of course to be based upon it and it includes nearly seventy pages of detailed answers to all of the exercises posed in the themes

Programming with Curses 1986

understanding windows terminal independence the curses library sample program quick reference

Programming Primer for the Macintosh® 2014-05-10

programming primer for the macintosh volume 1 focuses on the principles and operations of the macintosh system the publication first offers information on the development environment creating a simple program with symantec c and a review of c discussions focus on pointers handles patterns points creating a source file compiling the program adding libraries adding file to the subject building an application and useful tools the text then takes a look at the macintosh rom mac programs and system software and toolbox managers topics include menu window control and dialog manager alerts desktop interface event driven programming trap mechanism interface and library files stack frame incompatibility and the relationship between an application and toolbox the book examines quickdraw alerts and dialogs memory manager and object oriented programming concerns include structures linked list example new and delete operators and handling lines rectangles round rectangles ovals arcs and polygons the publication is a dependable reference for computer programmers and researchers interested in the macintosh system

The Definitive Guide to Linux Network Programming 2004-08-05

clear and abundant examples using real world code written by three experienced developers who write networking code for a living describes how to build clients and servers explains how tcp udp and ip work and shows how to debug networking applications via packet sniffing and deconstruction well suited for windows developer looking to expand to linux or for the proficient linux developer looking to incorporate client server programming into their application

Learn to Code with Games 2015-09-22

a novel approach for the classroom or self study learn to code with games makes coding accessible to a broad audience structured as a series of challenges that help you learn to code by creating a video game each chapter expands and builds your knowledge while providing guidelines and hints to solving each challenge the book employs a unique problem solving approach to teach you the technical foundations of coding including data types variables functions and arrays you will also use techniques such as pseudocode and process mapping to formulate solutions without needing to type anything into a computer and then convert the solutions into executable code avoiding jargon as much as possible learn to code with games shows you how to see coding as a way of thinking and problem solving rather than a domain of obscure languages and syntaxes its practical hands on approach through the context of game development enables you to easily grasp basic programming concepts

Theoretical Aspects of Object-oriented Programming 1994

although the theory of object oriented programming languages is far from complete this book brings together the most important contributions to its development to date focusing in particular on how advances in type systems and semantic models can contribute to new language designs the fifteen chapters are divided into five parts objects and subtypes type inference coherence record calculi and inheritance the chapters are organized approximately in order of increasing complexity of the programming language constructs they consider beginning with variations on pascal and algol like languages developing the theory of illustrative record object models and concluding with

research directions for building a more comprehensive theory of object oriented programming languages part i discusses the similarities and differences between objects and algebraic style abstract data types and the fundamental concept of a subtype parts ii iv are concerned with the record model of object oriented languages specifically these chapters discuss static and dynamic semantics of languages with simple object models that include a type or class hierarchy but do not explicitly provide what is often called dynamic binding part v considers extensions and modifications to record object models moving closer to the full complexity of practical object oriented languages carl a gunter is professor in the department of computer and information science at the university of pennsylvania john c mitchell is professor in the department of computer science at stanford university

Python 2014-12

python

Groovy Programming 2010-07-27

groovy programming is an introduction to the java based scripting language groovy groovy has much in common with popular scripting languages such as perl python and ruby but is written in a java like syntax and unlike these other languages groovy is sanctioned by the java community for use on the java platform since it is based on java applications written in groovy can make full use of the java application programmer interfaces apis this means groovy can integrate seamlessly with applications written in java while avoiding the complexities of the full java language this bare bones structure also means groovy can be used as an introduction to java and to programming in general its simpler constructions and modern origins make it ideal as a first language and for introducing principles such as object oriented

programming this book introduces all the major aspects of groovy development and emphasizes groovy s potential as a learning tool case studies and exercises are included along with numerous programming examples the book begins assuming only a general familiarity with java programming and progresses to discuss advanced topics such as gui builders groovlets unit testing and groovy sql the first comprehensive book on groovy programming that shows how writing applications and scripts for the java platform is fast and easy written by leading software engineers and acclaimed computing instructors offers numerous programming examples code samples detailed case studies exercises for self study and a companion website with a windows based groovy editor

Beginning C++ Game Programming

2016-10-07

learn c from scratch and get started building your very own games about this book this book offers a fun way to learn modern c programming while building exciting 2d games this beginner friendly guide offers a fast paced but engaging approach to game development dive headfirst into building a wide variety of desktop games that gradually increase in complexity it is packed with many suggestions to expand your finished games that will make you think critically technically and creatively who this book is for this book is perfect for you if any of the following describes you you have no c programming knowledge whatsoever or need a beginner level refresher course if you want to learn to build games or just use games as an engaging way to learn c if you have aspirations to publish a game one day perhaps on steam or if you just want to have loads of fun and impress friends with your creations what you will learn get to know c from scratch while simultaneously learning game building learn the basics of c such

as variables loops and functions to animate game objects respond to collisions keep score play sound effects and build your first playable game use more advanced c topics such as classes inheritance and references to spawn and control thousands of enemies shoot with a rapid fire machine gun and realize random scrolling game worlds stretch your c knowledge beyond the beginner level and use concepts such as pointers references and the standard template library to add features like split screen coop immersive directional sound and custom levels loaded from level design files get ready to go and build your own unique games in detail this book is all about offering you a fun introduction to the world of game programming c and the opengl powered sfml using three fun fully playable games these games are an addictive frantic two button tapper a multi level zombie survival shooter and a split screen multiplayer puzzle platformer we will start with the very basics of programming such as variables loops and conditions and you will become more skillful with each game as you move through the key c topics such as oop object orientated programming c pointers and an introduction to the standard template library while building these games you will also learn exciting game programming concepts like particle effects directional sound spatialization opengl programmable shaders spawning thousands of objects and more style and approach this book offers a fun example driven approach to learning game development and c in addition to explaining game development techniques in an engaging style the games are built in a way that introduces the key c topics in a practical and not theory based way with multiple runnable playable stages in each chapter

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