Practical Programming: An Introduction to Computer Science Using Python 3 (Pragmatic Programmers)

Von Paul Gries, Jennifer Campbell, Jason Montojo
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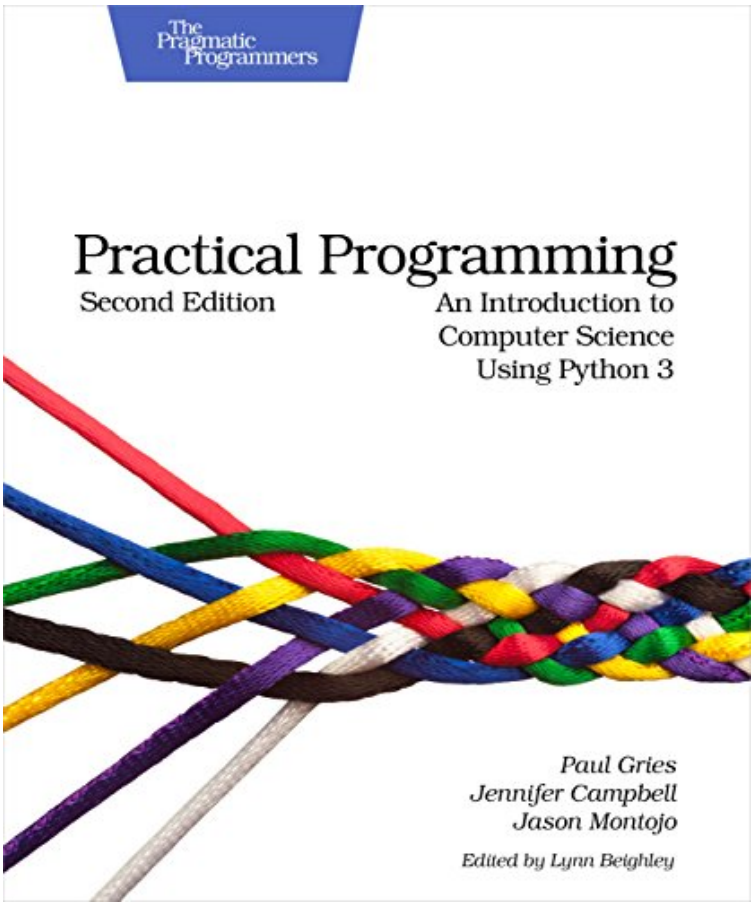

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Von Paul Gries, Jennifer Campbell, Jason Montojo : Practical Programming: An Introduction to Computer Science Using Python 3 (Pragmatic Programmers) before purchasing it in order to gage whether or not it would be worth my time, and all praised Practical Programming: An Introduction to Computer Science Using Python 3 (Pragmatic Programmers):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Learning Python by using it...Von Joerg SchaetzleinWie lernt man effektiv programmieren und welche Sprache sollte man sich als Anfnger antun ?Das Buch von Gries, Campbell und Montojo liefert darauf recht brauchbare Antworten. Der Leser wird Schritt fr Schritt an Python 3 herangefhrt.Vorkenntnisse sind also nicht ntig, schaden aber natrlich auch nicht. Python ist auf allen gngigen Plattformen verfgbar und sehr leicht installierbar, wenn es nicht sowieso schon vorinstalliert ist (Linux, Mac). Man kann also direkt loslegen und die Programmierbeispiele nebst bungen nachvollziehen.Die Autoren fhren den Anfnger ber das Design und die Verwendung von Funktionen, den modularen

Programmieransatz, hin zum Testen und Debuggen von Source Code. Damit nicht genug, In den letzten Kapitel wird auch noch die Erstellung eines GUIs sowie das andocken an eine Datenbank thematisiert.Practical Programming ist wirklich praxisorientiert und fr Anfnger in Sachen Programmierung geeignet. Was allerdings auch heisst, das bereits erfahrene Coder und vor allem solche die Python 3 bereits nutzen, wenig neues aus dem Buch erfahren knnen. Das diese aber auch nicht zur primren Zielgruppe der Autoren gehren, sollte man das auch nicht erwarten.

KurzbeschreibungThis book is for anyone who wants to understand computer programming. You'll learn to program in a language that' s used in millions of smartphones, tablets, and PCs. You'll code along with the book, writing programs to solve real-world problems as you learn the fundamentals of programming using Python 3. You'll learn about design, algorithms, testing, and debugging, and come away with all the tools you need to produce quality code. In this second edition, we've updated almost all the material, incorporating the lessons we've learned over the past five years of teaching Python to people new to programming.You don't need any programming experience to get started. First, you'll get a detailed introduction to Python and to programming. You'll find out exactly what happens when your programs are executed. Through real-world examples, you'll learn how to work with numbers, text, big data sets, and files. Then you'll see how to create and use your own data types.The incremental examples show you the steps and missteps that happen while developing programs, so you know what to expect when you tackle a problem on your own. Inspired by "How to Design Programs" (HtDP), you'll learn a six-step recipe for designing functions, which helps you as you start to learn the concepts--and becomes an integral part of writing programs by the end.As you learn to use the fundamental programming tools in the first half of the book, you'll see how to document and organize your code so that you and other programmers can more easily read and understand it. Beyond the basics, you'll learn how to ensure that your programs are reliable, and how to work with databases, download data from the web automatically, and build user interfaces. Most importantly, you'll learn how to think like a professional programmer.You'll need to download Python 3, available from "python.org". With that download comes IDLE, the editor we use for writing and running Python programs. (If you use Linux, you may need to installPython 3 and IDLE separately.)Pressestimmen""I wish I could go back in time and give this book to my 10-year-old self when I first learned programming! It's so much more engaging, practical, and accessible than the dry introductory programming books that I tried (and often failed) to comprehend as a kid. I love the authors' hands-on approach of mixing explanations with code snippets that students can type into the Python prompt.""- Philip Guo, Creator of Online Python Tutor and Assistant Professor, Department of Computer Science, University of Rochester""Practical Programming delivers just what it promises: a clear, readable, usable introduction to programming for beginners. This isn't just a guide to hacking together programs. The book provides foundations to lifelong programming skills: a crisp, consistent, and visual model of memory and execution and a design recipe that will help readers produce quality software.""- Steven Wolfman Senior Instructor, Department of Computer Science, University of British Columbia""The second edition of this excellent text reflects the authors' many years of experience teaching Python to beginning students. Topics are presented so that each leads naturally to the next, and common novice errors and misconceptions are explicitly addressed. The exercises at the end of each chapter invite interested students to explore computer science and programming language topics.""- Kathleen Freeman, Director of Undergraduate Studies, Department of Computer and Information Science, University of OregonKurzbeschreibungThis book is for anyone who wants to understand computer programming. You'll learn to program in a language that' s used in millions of smartphones, tablets, and PCs. You'll code along with the book, writing programs to solve real-world problems as you learn the fundamentals of programming using Python 3. You'll learn about design, algorithms, testing, and debugging, and come away with all the tools you need to produce quality code. In this second edition, we've updated almost all the material, incorporating the lessons we've learned over the past five years of teaching Python to people new to programming.You don't need any programming experience to get started. First, you'll get a detailed introduction to Python and to programming. You'll find out exactly what happens when your programs are executed. Through real-world examples, you'll learn how to work with numbers, text, big data sets, and files. Then you'll see how to create and use your own data types.The incremental examples show you the steps and missteps that happen while developing programs, so you know what to expect when you tackle a problem on your own. Inspired by "How to Design Programs" (HtDP), you'll learn a six-step recipe for designing functions, which helps you as you start to learn the concepts--and becomes an integral part of writing programs by the end.As you learn to use the fundamental programming tools in the first half of the book, you'll see how to document and organize your code so that you and other programmers can more easily read and understand it. Beyond the basics, you'll learn how to ensure that your programs are reliable, and how to work with databases, download data from the web automatically, and build user interfaces. Most importantly, you'll learn how to think like a professional programmer.You'll need to download Python 3, available from "python.org". With that download comes IDLE, the editor we use for writing and running Python programs. (If you use Linux, you may need to installPython 3 and IDLE separately.)