Python Programming Fundamentals (Undergraduate Topics in Computer Science)

Von Kent D. Lee
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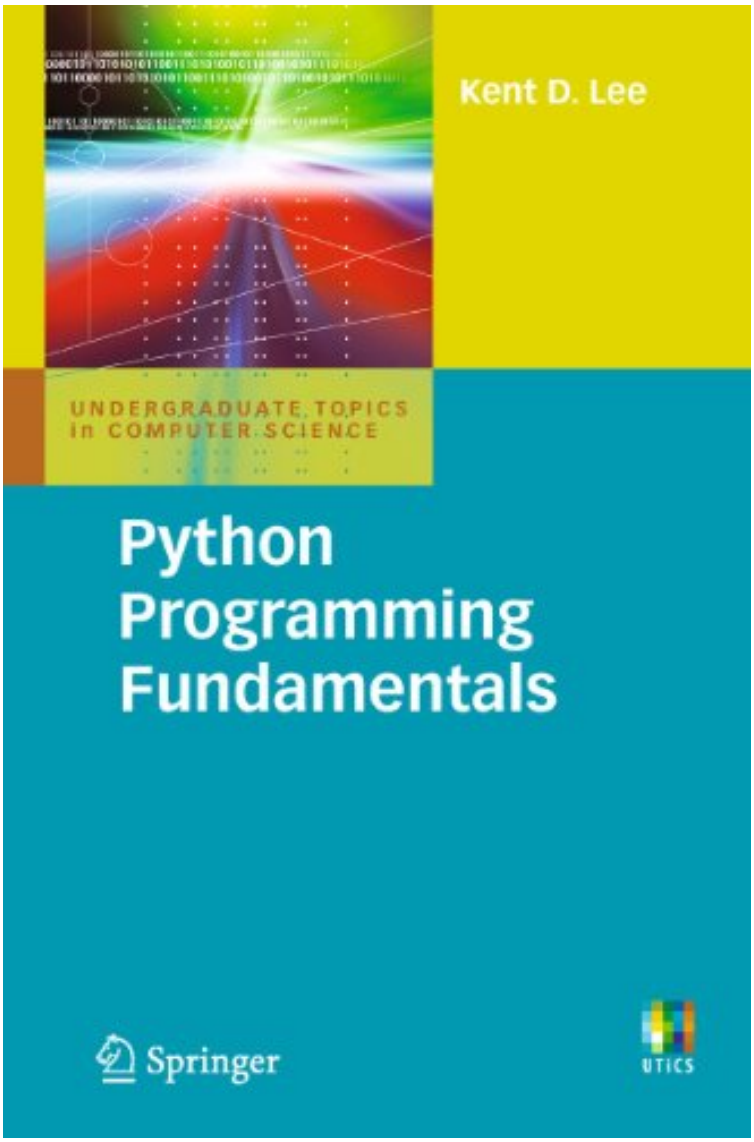

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Von Kent D. Lee : Python Programming Fundamentals (Undergraduate Topics in Computer Science) before purchasing it in order to gage whether or not it would be worth my time, and all praised Python Programming Fundamentals (Undergraduate Topics in Computer Science):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Gefllt

mir sehr!Von Ovidiu TatarFinde das Buch sehr gelungen und den Stil gut. Das Buch ist flssig lesbar bzgl Python einfhrung , alles in allem: sehr empfehlenswert !

KurzbeschreibungComputer programming is a skill that can bring great enjoyment from the creativity involved in designing and implementing a solution to a problem. This classroom-tested and easy-to-follow textbook teaches the reader how to program using Python, an accessible language which can be learned incrementally. Through an extensive use of examples and practical exercises, students will learn to recognize and apply abstract patterns in programming, as well as how to inspect the state of a program using a debugger tool. Features: contains numerous examples and solved practice exercises designed for an interactive classroom environment; highlights several patterns which commonly appear in programs, and presents exercises that reinforce recognition and application of these patterns; introduces the use of a debugger, and includes supporting material that reveals how programs work; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides helpful additional resources for instructors at the associated website: http://cs.luther.edu/~leekent/CS1. This hands-on textbook for active learning in the classroom will enable undergraduates in computer science to develop the necessary skills to begin developing their own programs. It employs Python as the introductory language due to the wealth of support available for programmers.PressestimmenThe book emphasizes hands-on learning, which makes sense when learning programming. An undergraduate student that has a computer with a Python integrated development environment (IDE) and this book can learn a lot and do some interesting projects. The book is also suitable for high school students interested in programming assignments and projects. A highly readable and compact book, students and beginning programmers will like it. (Naga Narayanaswamy, Computing s, September, 2015)The introduction is well written and enables you to configure the WingIDE within minutes and start using the book. At the end of each chapter, there are programming tasks, most of which are resolved quite well a few pages after. This is a big plus. if you have passion for easy-to-install scripting languages and you are interested in Python the book is quite OK for a start! (Vitosh, Vitosh Academy, vitoshacademy.com, February, 2015)KurzbeschreibungComputer programming is a skill that can bring great enjoyment from the creativity involved in designing and implementing a solution to a problem. This classroom-tested and easy-to-follow textbook teaches the reader how to program using Python, an accessible language which can be learned incrementally. Through an extensive use of examples and practical exercises, students will learn to recognize and apply abstract patterns in programming, as well as how to inspect the state of a program using a debugger tool. Features: contains numerous examples and solved practice exercises designed for an interactive classroom environment; highlights several patterns which commonly appear in programs, and presents exercises that reinforce recognition and application of these patterns; introduces the use of a debugger, and includes supporting material that reveals how programs work; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides helpful additional resources for instructors at the associated website: http://cs.luther.edu/~leekent/CS1. This hands-on textbook for active learning in the classroom will enable undergraduates in computer science to develop the necessary skills to begin developing their own programs. It employs Python as the introductory language due to the wealth of support available for programmers.