

## Fundamentals Of Computer Programming With C

Fundamentals of Computing and Programming in C is specifically designed for first year engineering students covering the syllabus of various universities. It provides a comprehensive introduction to computers and programming using C language. The topics are covered sequentially and blended with examples to enable students to understand the subject effectively and imbibe the logical thinking required for software industry applications. KEY FEATURES •

Foundations of computers • Contains logical sequence of examples for easy learning • Efficient method of program design • Plenty of solved examples • Covers simple and advanced programming in C

"Provides an in-depth explanation of the C and C++ programming languages along with the fundamentals of object oriented programming paradigm"--

Computer Science: A Concise Introduction covers the fundamentals of computer science. The book describes micro-, mini-, and mainframe computers and their uses; the ranges and types of computers and peripherals currently available; applications to numerical computation; and commercial data processing and industrial control processes. The functions of data preparation, data control, computer operations, applications programming, systems analysis and design,

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database administration, and network control are also encompassed. The book then discusses batch, on-line, and real-time systems; the basic concepts of computer architecture; and the characteristics of main memory and backing storage. The main characteristics of common types of input, output, and input/output devices used in commercial computer applications and data transmission system are also considered. The book tackles the organization and accessing of serial, sequential, and indexed sequential file; file processing and management; and the concepts and functions of operating systems. The text describes on-line and off-line programming methods as well. Computer science students will find the book useful.

Do you feel that informatics is indispensable in today's increasingly digital world? Do you want to introduce yourself to the world of programming or cyber security but don't know where to get started? If the answer to these questions is yes, then keep reading... This book includes: PYTHON MACHINE LEARNING: A Beginner's Guide to Python Programming for Machine Learning and Deep Learning, Data Analysis, Algorithms and Data Science with Scikit Learn, TensorFlow, PyTorch and Keras Here's a sneak peek of what you'll learn with this book: - The Fundamentals of Python - Python for Machine Learning - Data Analysis in Python - Comparing Deep Learning and Machine Learning - The Role

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of Machine Learning in the Internet of Things (IoT) And much more... SQL FOR BEGINNERS: A Step by Step Guide to Learn SQL Programming for Query Performance Tuning on SQL Database Throughout these pages, you will learn: - How to build databases and tables with the data you create. - How to sort through the data efficiently to find what you need. - The exact steps to clean your data and make it easier to analyze. - How to modify and delete tables and databases. And much more... LINUX FOR BEGINNERS: An Introduction to the Linux Operating System for Installation, Configuration and Command Line We will cover the following topics: - How to Install Linux - The Linux Console - Command line interface - Network administration And much more... HACKING WITH KALI LINUX: A Beginner's Guide to Learn Penetration Testing to Protect Your Family and Business from Cyber Attacks Building a Home Security System for Wireless Network Security You will learn: - The importance of cybersecurity - How malware and cyber-attacks operate - How to install Kali Linux on a virtual box - VPNs & Firewalls And much more... ETHICAL HACKING: A Beginner's Guide to Computer and Wireless Networks Defense Strategies, Penetration Testing and Information Security Risk Assessment Here's a sneak peek of what you'll learn with this book: - What is Ethical Hacking (roles and responsibilities of an Ethical Hacker) - Most common security tools - The three ways to scan your

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system - The seven proven penetration testing strategies ...and much more. This book won't make you an expert programmer, but it will give you an exciting first look at programming and a foundation of basic concepts with which you can start your journey learning computer programming, machine learning and cybersecurity Scroll up and click the BUY NOW BUTTON!

Become A Programming Master By Learning These Fundamentals Languages Discover the secret right here, right now ! Have you ever wanted to become a programmer ? If you answered "yes", this book is made for you. You will learn the most popular computer languages to make any program you want. Here is what's inside: An introduction of what a program really is How to use popular languages such as C+, Java, Python.. A lot of programs examples that you can do right now ! Marc Rawen, the author of this book, will guide you each step of the way. This is your chance create any program you want. So start your training now and achieve the goals that you have. This book will show you how to do it precisely. Begin your journey TODAY by scrolling up and clicking the BUY button. Computer Fundamentals is specifically designed to be used at the beginner level. It covers all the basic hardware and software concepts in computers and its peripherals in a very lucid manner.

Get to grips with the building blocks of programming languages and get started

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on your programming journey without a computer science degree

### Key Features

Understand the fundamentals of a computer program and apply the concepts you learn to different programming languages Gain the confidence to write your first computer program Explore tips, techniques, and best practices to start coding like a professional programmer

### Book Description

Learning how to code has many advantages, and gaining the right programming skills can have a massive impact on what you can do with your current skill set and the way you advance in your career. This book will be your guide to learning computer programming easily, helping you overcome the difficulties in understanding the major constructs in any mainstream programming language. Computer Programming for Absolute Beginners starts by taking you through the building blocks of any programming language with thorough explanations and relevant examples in pseudocode. You'll understand the relationship between computer programs and programming languages and how code is executed on the computer. The book then focuses on the different types of applications that you can create with your programming knowledge. You'll delve into programming constructs, learning all about statements, operators, variables, and data types. As you advance, you'll see how to control the flow of your programs using control structures and reuse your code using functions. Finally, you'll explore best practices that will help you write code

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like a pro. By the end of this book, you'll be prepared to learn any programming language and take control of your career by adding coding to your skill set. What you will learn

- Get to grips with basic programming language concepts such as variables, loops, selection and functions
- Understand what a program is and how the computer executes it
- Explore different programming languages and learn about the relationship between source code and executable code
- Solve problems using various paradigms such as procedural programming, object oriented programming, and functional programming
- Write high-quality code using several coding conventions and best practices
- Become well-versed with how to track and fix bugs in your programs

Who this book is for

This book is for beginners who have never programmed before and are looking to enter the world of programming. This includes anyone who is about to start studying programming and wants a head start, or simply wants to learn how to program on their own.

Computer Programming and Computer Systems imparts a “reading knowledge of computer systems. This book describes the aspects of machine-language programming, monitor systems, computer hardware, and advanced programming that every thorough programmer should be acquainted with. This text discusses the automatic electronic digital computers, symbolic language, Reverse Polish Notation, and Fortran into assembly language. The routine for reading blocked

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tapes, dimension statements in subroutines, general-purpose input routine, and efficient use of memory are also elaborated. This publication is intended as an introduction to modern programming practices for professional programmers, but is also valuable to research workers in science, engineering, academic, and industrial fields who are using computers.

The best guide to computer programming fundamentals. This book will give you a solid foundation if you are new to programming. For a beginner, programming can seem like something scary or hard to do. With all the technical terms and concepts out there, and the numerous programming languages available at your disposal it is so important now more than ever before to build a strong foundation. When you understand the fundamentals of programming, learning any programming language is a piece of cake. In addition, programming is not just all about coding. It is also about knowing how to plan your work, how to set deadlines, how to communicate with team members, how to use existing components, how to debug existing codes and fix issues, how to build secure systems, how to use the right tools etc. These are all covered in this book and in a way that is easy for you to understand. Once you read this book to the end, you will become more confident and equipped with the knowledge necessary for success in this field. A career in computer programming is one of the most

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rewarding choices you will make in your life. The opportunities are endless. This book will give you the foundation you need. Below is a preview of what you'll learn: The importance of learning computer programming Program structure Variable declaration Looping structures Programming syntax Algorithms in programming Data structures Hierarchy of programming languages Characteristics of programming languages Web programming Factors to consider when choosing a programming language Popular programming languages Security in programming And much more!! Learn the fundamentals of computer programming today by clicking the BUY NOW button at the top of the page!

You're about to lay your hands on my most proudly computer programming fundamental course. This is where to begin if you've never written a line of code in your life or even if you have, and want to review the basics. No matter what programming language you're most interested in, even if you're not completely sure about that, this course will make learning that language easier. We'll do this by starting with the most fundamental critical questions: How do you actually write a computer program and get the computer to understand it? We'll jump into the syntax, the rules of programming languages and see many different examples to get the big picture of how we need to think about data and control

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the way our programs flow. We'll even cover complex topics like recursion and data types. We will finish by exploring things that make real world programming easier, from libraries and frameworks to SDKs and APIs. But you won't find a lot of bullet points in this book. This is a highly visual course, and by the end of it, you'll understand much more about the process of programming and how to move forward with writing any kind of application. But unlike most courses, this one does not require prior knowledge of any one programming language, operating system or application. There is nothing to download, nothing to install. So just give me your attention as you go through the course. Finally, you will know how to choose the right programming language for YOU. There are so many Programming languages out there these days but in this book I show you how to choose the language that meets your specific needs, so that you can save time and energy. With my honest advice, you can not make a wrong choice. Computer Fundamentals and Programming in C is designed to serve as a textbook for the undergraduate students of engineering, computer science, computer applications, and information technology. The book seeks to provide a thorough overview of all the fundamental concepts related to computer science and programming. It lays down the foundation for all the advanced courses that a student is expected to learn in the following semesters.

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If you are a beginner and have no idea what the Computer Programming is all about, then the book Computer Programming for Beginners is what you have been waiting for. This book provides a clear understanding of what the Computer Programming entails, especially providing know-how for beginners. At first glance, the words "computer programming" might worry you, especially when described as an "extremely complex designing and building process." However, fear not, because computer programming can be done by anyone - even beginners. Programming has existed for centuries with programmable devices, perhaps as early as the 9th-century! It was here when a programmable music sequencer was invented. Following that was a programmable drum machine and other forms of musical instruments. It wasn't until the year 1843 when the first Computer Program was invented by Ada Lovelace, a mathematician who created an algorithm for this. The concept of storing data in machine-readable form arose in the 1880s when Herman Hollerith invented it. These were the foundations that led to Computer Programming as we know it today. With so many struggling to grasp the concept, we devised the perfect computer programming guide for beginners to take the first step towards becoming a Computer Programming expert. We are in a technological age, after all, where computers are an essential part of life. Regardless of your experience level, anyone can read and implement

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this computer programming guide. Whether you are planning on making a career out of it or you just want a new hobby, you can enjoy this series of books, no matter your goals. What You Will Discover & Learn: ? A beginner's approach to learning computer programming ? Javascript & Java - essential programming languages ? Python programming - general-purpose & high-level programming language ? SQL programming - used to communicate with + manipulate databases ? How to accurately program for successful computer tasking ? Easy-to-understand, clear instructions for a seamless user experience ? How to implement what you have learned into developing computer programs/software And much more. Included with your purchase is a collection of 4 books that will help guide you through all of the necessary fundamentals of Computer Programming. No previous skills are required, even if you haven't written one line of code before. This collection was written specifically for those who are just starting, so you can feel comfortable trying out something new and unfamiliar without the need of any pre-qualifications. Scroll up and push the buy now button! "This book offers a high interdisciplinary exchange of ideas pertaining to the philosophy of computer science, from philosophical and mathematical logic to epistemology, engineering, ethics or neuroscience experts and outlines new problems that arise with new tools"--Provided by publisher.

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Do you want to start to learn the main programming languages but are but are you frustrated at the idea that programming is difficult and complex for those who have never faced it? Ok, don't worry. This bundle was created for you! ? "The most difficult language is your first". There is this myth in the programming world's. I've been there too, learning any programming language can be frustrating and discouraging. I remember well the initial difficulties in learning my first programming language. Everything would have been easier if I had a guide that made me understand the real basics of programming. Today, the computer is an indispensable tool in many fields. However, the machine can do absolutely nothing without software, that is, without a program that tells you what you have to do. A programming language can be defined as an artificial language that allows the programmer to communicate with the computer to tell him what he has to do. To this end, man has invented many programming languages, but all of them can be classified into three main types: the machine, low level, and high level. This bundle takes you to the discovery of the main programming languages required in the world of work, starting from scratch. Book 1: Coding for beginners Start from here to learn the basics! This book covers: Getting Started with Coding Overview of the main programming languages Functions Strings Loops Object-Oriented Programming Algorithms... and so much more! Book 2: Coding with

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Python Learn one of the most popular programming language in the world! This book covers: What is Python? Why Python? How to Installing Python (Guide step by step) Python Basics Variables, Lists, Dictionaries, Functions... and so much more! Book 3: SQL programming for beginners SQL is the most universal and commonly used database language! This book covers: SQL to Work with Databases Why is SQL So Great Creating and exploring a Database Getting Started with Queries Subqueries SQL Views and Transactions Book 4: Coding HTML Learn the top three well-known markup languages HTML, JavaScript, and CSS This book covers: Fundamentals Of HTML HTML Styles All About Links, And Forms In HTML Frames, Colors, And Layout Of HTML Fundamentals of Javascript Fundamentals of CSS... and so much more! After reading this book, you will be more than just a beginner, and you will be able to use that to your benefit so that you can do everything from providing yourself with service to making a lucrative income. Are you ready to learn in a simple way?

Computer Fundamentals and Programming has an organized and accessible format that allows students to learn important concepts in an easy-to-understand, question-and-answer format. This portable learning tool has been designed as one-stop reference for students to understand and master the subject.

Fundamentals of Computer Programming and IT: For PTU is a student-friendly,

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practical and example-driven book that gives readers a solid foundation in the basics of programming and information technology. The contents have been tailored to exactly correspond with the requirements of the core course, Fundamentals of Computer Programming and IT, offered to the students of Punjab Technical University during their first year. A rich collection of solved examples and chapters mapped to the latest university syllabus (revised in 2011) make this book highly indispensable for students.

This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: includes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

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A 1998 beginner's guide to problem solving with computers - both a text for introductory-level engineering undergraduates and a self-study guide for practising engineers.

This book presents concepts of programming methodology and sound software development alongside the fundamentals of the Visual Basic 6.0 language. The goal is to provide a foundation of solid programming techniques and to promote an understanding of the common control structures available in most high-level languages. The book discusses the language with gradually increasing complexity, presenting the essential features of Visual Basic before introducing advanced language features. This is an appropriate book for introductory courses in computer programming as well as a reference for advanced programmers.

Features: \*Provides a solid foundation in computer programming fundamentals using the Visual Basic language \*Contains well thought-out pedagogy, including:

- Code Callouts to explain important points and key concepts in program source code
- GUI Design Tips to enhance understanding of proper GUI design
- Real-world examples from the business, math, science, engineering, and operations research communities to demonstrate the relevance of the material
- Case Studies to provide insight on how the concepts apply to real-world situations
- Chapter Summaries to review key terms, words, and c

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If you know basic high-school math, you can quickly learn and apply the core concepts of computer science with this concise, hands-on book. Led by a team of experts, you'll quickly understand the difference between computer science and computer programming, and you'll learn how algorithms help you solve computing problems. Each chapter builds on material introduced earlier in the book, so you can master one core building block before moving on to the next. You'll explore fundamental topics such as loops, arrays, objects, and classes, using the easy-to-learn Ruby programming language. Then you'll put everything together in the last chapter by programming a simple game of tic-tac-toe. Learn how to write algorithms to solve real-world problems

- Understand the basics of computer architecture
- Examine the basic tools of a programming language
- Explore sequential, conditional, and loop programming structures
- Understand how the array data structure organizes storage
- Use searching techniques and comparison-based sorting algorithms
- Learn about objects, including how to build your own
- Discover how objects can be created from other objects
- Manipulate files and use their data in your software

Written in an informal yet informative style, *Programming Language Fundamentals* by Example uses active learning techniques, giving students a professional learning experience based on professional methods applied with

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professional standards. It provides an understanding of the many languages and notations used in computer science, the formal models

Every Conceivable Topic a Complete Novice Needs To Know Get the Kindle version FREE when purchasing the Paperback! If you are a newcomer to programming it's easy to get lost in the technical jargon, before even getting to the language you want to learn. What are statements, operators, and functions? How to structure, build and deploy a program? What is functional programming and object oriented programming? How to store, manage and exchange data? These are topics many programming guides don't cover, as they are assumed to be general knowledge to most developers. That is why this guide has been created. It is the ultimate primer to all programming languages. What This Book Offers Zero Knowledge Required This guide has specifically been created for someone who is completely new to programming. We cover all the concepts, terms, programming paradigms and coding techniques that every beginner should know. A Solid Foundation This guide will form the foundation for all future programming languages you may encounter. It doesn't focus on merely one specific language, but rather the principles that apply to all programming languages. Detailed Descriptions & Code Samples Emphasis has been placed on beginner-friendly descriptions, supported by working code samples from the

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most popular languages, such as C#, Java and Python, to help illustrate concepts and terms. Key Topics What Is a Programming Language? Why Do We Need a Programming Language? The History of Programming Languages Popular Programming Languages Understanding the Structure of a Program What Are the Different Types of Programs? How Is a Program Built? How Is a Program Executed? What Are Program Statements? What Are Data Types? What Are Variables? What Are Operators? Working with Numbers The Importance of Strings Making Decisions in Programs Iterative Programming Logical Grouping of Code What Are Functions? Taking Input Sending Output What Is Functional Programming? What Is Object Oriented Programming? What Are Client Server Applications? What Is Web Programming? Managing Data in a Program Storing Data in Files Storing Data in Databases Data Exchange Formats Error Handling Logging in Programs Logical Grouping of Programs Deploying Programs Programming for the Internet Serverless Programming Programming for Mobile Devices Design Practices Get Your Copy Today! Teach kids as young as 5 years old the basic programming skills necessary to code, including sequencing and loops, without a computer. It's never too early to learn computer coding. My First Coding Book is a playful introduction to offline coding and programming that will give young children a head start. Filled with

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puzzles, mazes, and games to teach the basic concepts of sequences, algorithms, and debugging, this book will help children develop critical thinking, logic, and other skills to cement lifelong computer literacy, which is extremely valuable and sought-after in today's world. With its unique approach and colorful and creative imagery, My First Coding Book makes learning and fun one and the same and will have children playing their way to programming proficiency. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. The fundamentals of computer programming are transferable to all programming languages, and JavaScript is a fantastic language to learn those fundamentals. With JavaScript and this book, you will learn to;

- Use variables to store data and perform calculations;
- Write if/else statements to make decisions;
- Write loops to repeat commands;
- Write functions to organize your code and make it reusable;
- Use arrays to store and process large amounts of data;
- Use the built-in objects and functions in JavaScript to write programs that are more effective

This book is simply jammed full of helpful programming examples, including computing

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compound interest, the future value of an investment, the volume of a cylinder, the distance between two points, the area of a triangle, the surface area of a pyramid, roots using the quadratic formula. Other examples include determining if a number is prime, finding the greatest common divisor of two numbers, creating an array, filling an array, reversing an array, finding a value in an array, sorting an array, making an HTML document interactive using the document object model (DOM), storing data permanently using local storage, reversing a string of text, counting the occurrences of a character, extracting the family name from a person's full name, transposing musical chords, and many more.

This book aims to capture the fundamentals of computer programming without tying the topic to any specific programming language. To the best of the authors' knowledge there is no such book in the market.

'One of the best software design books of all time' - BookAuthority Cory Althoff is a self-taught programmer. After a year of self-study, he learned to program well enough to land a job as a software engineer II at eBay. But once he got there, he realised he was severely under-prepared. He was overwhelmed by the amount of things he needed to know but hadn't learned. His journey learning to program, and his experience in first software engineering job were the inspiration for this book. This book is not just about learning to program, although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, Althoff also cover the rest of the things you need to

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know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program to passing your first technical interview. The book is divided into five sections: 1. Learn to program in Python 3 and build your first program. 2. Learn object-oriented programming and create a powerful Python program to get you hooked. 3. Learn to use tools like Git, Bash and regular expressions. Then use your new coding skills to build a web scraper. 4. Study computer science fundamentals like data structures and algorithms. 5. Finish with best coding practices, tips for working with a team and advice on landing a programming job. You can learn to program professionally. The path is there. Will you take it? From the author I spent one year writing The Self-Taught Programmer. It was an exciting and rewarding experience. I treated my book like a software project. After I finished writing it, I created a program to pick out all of the code examples from the book and execute them in Python to make sure all 300+ examples worked properly. Then I wrote software to add line numbers and color to every code example. Finally, I had a group of 200 new programmers 'beta read' the book to identify poorly explained concepts and look for any errors my program missed. I hope you learn as much reading my book as I did writing it. Best of luck with your programming!

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this

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fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info>

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With so much information about programming and online coding tutorials out there, it can be difficult to know where to start. Python for Beginners fills in the gap and provides a great place to start learning computer programming with Python. Using our bestselling, straightforward, step-by-step, visual approach, you'll learn to: Download and install the python interpreter Setup your development environment Get started with python code and syntax Use variables Use data types such as integers, strings, lists, tuples, sets, and dictionaries Use different operators

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for arithmetic, assignment and Boolean operations Use selection statements such as if and elif Use iteration statements such as for and while loops How to read from and write to files Create your own functions Handle program exceptions Create simple graphic user interfaces using Python tkinter module Create simple games using the PyGame module. Techniques are illustrated step-by-step using screen prints, example code, and video demos, together with concise, easy to follow text from an established expert in the field. If you want to learn to code quickly and easily with Python, this is the guide you need.

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.

Fundamentals of Computer Programming with C#The Bulgarian C# BookFaber Publishing See all the things coding can accomplish The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know. Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big applications. Take a look inside for the steps to get started with

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updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you! Create code for the web Get the tools to create a mobile app Discover languages that power data science See the future of coding with machine learning tools With the demand for skilled coders at an all-time high, Coding All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.

Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses.

UPDATED & REVISED April 2020 Programming is fast becoming a basic literacy. Software is pervasive in society and therefore it is needed in virtually every occupation. But for some people, programming feels very unnatural; that's where this book comes in! This book is written in a step-by-step, tutorial style that makes programming available to pretty much anyone who cares to take the time to learn. It's the result of the author's years of experience and research into teaching introductory programming. Versions of this book have been used in online learning classes for years, and so it has the advantage of being optimized for independent learning. You can start using this

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book right away, without buying anything else and without having to install anything on your computer! Within a few days, you will understand the basics of how computer programs work. C++ is used in this textbook because the syntax is almost exactly the same as C, Java, Javascript, PHP and many other popular programming languages. If you master the concepts in this book, they will transfer to many other languages. In addition, C++ does not require a lot of "scaffolding" to set up. For example, Java requires understanding classes right from the beginning, and PHP requires understanding html. With C++, you start with four standard lines at the top of your program, and you're into the program. When you're finished with this book, the world of programming will be opened up for you; from here, you can go in any direction you wish.

The book introduces the reader to computer programming, i.e. algorithms and data structures. It covers many new programming concepts that have emerged in recent years including object-oriented programming and design patterns. The book emphasizes the practical aspects of software construction without neglecting their solid theoretical foundation.

With so much information about web development and online coding tutorials out there, it can be difficult to know where to start. Many guides, websites and books can be confusing and don't make it easy for those starting out, wanting to build a solid foundation and understanding. HTML for Beginners fills in the gap and provides a great

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place to start learning something new. Using our bestselling, straightforward, step-by-step, visual approach, you'll learn to Understand HTML tags and elements Understand CSS selectors Style tables, lists, and forms Style text, headings and paragraphs Learn to use web safe fonts and google fonts in your web pages Insert images, audio and video into web pages Align your content and build site structure using new HTML5 elements Learn to harness the power of CSS to style your text and build your site layout Understand web servers and how they serve pages to web browsers Familiarize yourself with HTML & CSS syntax with appendix reference guides to help you write your code. Techniques are illustrated step-by-step using screen prints throughout, together with concise, easy to follow text from an established expert in the field, provides a comprehensive guide to HTML & CSS programming. If you want to learn to code quickly and easily, this is the guide you need.

The free book "Programming Basics with C#" (<https://csharp-book.softuni.org>) is a comprehensive entry level computer programming tutorial for absolute beginners that teaches basics of coding (variables and data, conditional statements, loops and methods), logical thinking and problem solving using the C# language. The book comes with free video lessons for each chapter, 150+ practical exercises with an automated online evaluation system (online judge) and solution guidelines for the exercises. The book "Programming Basics with C#" introduces the readers with writing programming code at a beginners level (basic coding skills), working with development environment

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(IDE), using variables and data, operators and expressions, working with the console (reading input data and printing output), using conditional statements (if, if-else, switch-case), loops (for, while, do-while, foreach) and methods (declaring and calling methods, passing parameters and returning values), as well as algorithmic thinking and solving practical programming problems. This free coding book for beginners is written by a team of developers lead by Dr. Svetlin Nakov (<https://nakov.com>) who has 25+ years practical software development experience and 15+ years as software development trainer. The free book "Programming Basics with C#" is an official textbook for the "Programming Basics" classes at the Software University (SoftUni), used by tens of thousands of students at the start of their software development education. The book relies on the "explain by examples" and "learn by doing" approaches to learning the practical coding skills required to become a software engineer. Each chapter provides some concepts, explained as video lesson with lots of code examples, followed by practical exercises involving the use of the new concepts with online evaluation system (online judge). Learners watch the videos, try the sample code and solve the exercises, which come as part of each book chapter. Exercises are given in series with increasing complexity: from quite trivial, though little complicated to highly complicated, requiring more thinking and research in Internet. Most exercises come with detailed hints and guidelines about how to construct a correct solution. Download the free C# programming basics book (as PDF, ePub and Mobi formats), watch the video lessons

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and the live coding demos, solve the practical exercises and evaluate your solutions at the book official Web site: <https://csharp-book.softuni.org>. Tags: book, programming, free, computer programming, coding, writing code, programming basics, ebook, programming book, book programming, C#, CSharp, C# book, Visual Studio, .NET, tutorial, C# tutorial, video lessons, C# videos, programming videos, programming lessons, coding lessons, coding videos, programming concepts, data types, variables, operators, expressions, calculations, statements, console input and output, control-flow logic, program logic, conditional statements, nested conditions, loops, nested loops, methods, functions, method parameters, method return values, problem solving, practical exercises, practical coding, learn by examples, learn by doing, code examples, online judge system, Nakov, Svetlin Nakov, SoftUni, ISBN 978-619-00-0902-3, ISBN 9786190009023 Detailed Book Contents: Preface - about the book, scope, how to learn programming, how to become a developer, authors team, SoftUni, the online judge, forums and other resources Chapter 1. First Steps in Programming - writing simple commands, writing simple computer programs, runtime environments, the C# language, Visual Studio and other IDEs, creating a console program, writing computer programs in C# using Visual Studio, building a simple GUI and Web apps in Visual Studio Chapter 2.1. Simple Calculations - using the system console, reading and printing integers, using data types and variables, reading floating-point numbers, using arithmetic operations, concatenating text and numbers, using numerical expressions,

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exercises with simple calculations, creating a simple GUI app for converting currencies  
Chapter 2.2. Simple Calculations – Exam Problems - practical problems with console input / output and simple calculations, with solution guidelines, from programming basics exams  
Chapter 3.1. Simple Conditions - using simple conditional statements, comparing numbers, simple if-else conditions, variable scope, sequence of if-else conditions, using the debugger, practical exercises with simple conditions with solution guidelines  
Chapter 3.2. Simple Conditions – Exam Problems - practical problems with simple if-else conditions, with solution guidelines, from programming basics exams  
Chapter 4.1. More Complex Conditions - nested if conditions (if-else inside if-else), using the logical "OR", "AND" and "NOT" operators, using the switch-case conditional statements, building GUI app for visualizing a point in a rectangle, practical exercises with solution guidelines  
Chapter 4.2. More Complex Conditions – Exam Problems - practical problems with more complex if-else conditions and nested if conditions, with solution guidelines, from programming basics exams  
Chapter 5.1. Repetitions (Loops) - using simple for-loops, iterating over the numbers from 1 to n, reading and processing sequences of numbers from the console, using the for-loop code snipped in Visual Studio, many practical exercises with loops, with solution guidelines, summing numbers, finding min / max element, drawing with the "turtle graphics" in a GUI app  
Chapter 5.2. Loops – Exam Problems - practical problems with simple loops, with solution guidelines, from programming basics exams  
Chapter 6.1. Nested Loops - using

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nested loops (loops inside other loops), implementing more complex logic with loops and conditional statements, printing simple and more complex 2D figures on the console using nested loops, calculations and if conditions, practical exercises with nested loops with solution guidelines, building a simple Web app to draw ratings in Visual Studio using ASP.NET MVC Chapter 6.2. Nested Loops – Exam Problems - practical problems with nested loops and more complex logic, with solution guidelines, from programming basics exams Chapter 7.1. More Complex Loops - using for-loops with a step, loops with decreasing loop variable, using while loops, and do-while loops, solving non-trivial problems like calculating GCD (greatest common divisor) and finding the prime numbers in certain range, infinite loops with break inside, using simple try-catch statements to handle errors, building a simple Web based game using Visual Studio and ASP.NET MVC, practical exercises with more complex loops with solution guidelines Chapter 7.2. More Complex Loops – Exam Problems - practical problems with nested and more complex loops with non-trivial logic, with solution guidelines, from programming basics exams Chapter 8.1. Practical Exam Preparations – Part I - sample practical exam from the entrance exams at the Software University, with solution guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 8.2. Practical Exam Preparations – Part II - another sample practical exam from the entrance exams at the Software University, with solution

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guidelines, covering 6 problems with simple calculations, with simple conditions, with more complex conditions, with a simple loop, with nested loops, with nested loops and more complex logic Chapter 9.1. Problems for Champions – Part I - a sample set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 9.2. Problems for Champions – Part II - another set of more complex problems, requiring stronger algorithmic thinking and programming techniques, with solution guidelines Chapter 10. Methods - what is method, when to use methods, defining and calling methods (functions), passing parameters and returning values, returning multiple values, overloading methods, using nested methods (local functions), naming methods correctly, good practices for using methods Chapter 11. Tricks and Hacks - some special techniques, tricks and hacks for improving our performance with C# and Visual Studio: hints how to format the code, conventions and guidelines about naming the code elements, using keyboard shortcuts in VS, defining and using code snippets in VS, debugging code, using breakpoints and watches Conclusion - the skills of the software engineers, how to continue learning software development after this book (study software engineering in SoftUni, study in your own way), how to get learning resources and how many time it takes to become a skillful software engineer and start a job

Computer Fundamentals and Programming in C 2e is designed to serve as a textbook for students of engineering (BE/B Tech), computer applications (BCA/MCA), and

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computer science (B Sc) for an introductory core course on computers and programming in C.

With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code.

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