

A Concise Introduction To Programming In Python Chapman Hallcrc Textbooks In Computing

A Concise Introduction to Programming in Python, Second Edition provides a hands-on and accessible introduction to writing software in Python, with no prior programming experience required. The Second Edition was thoroughly reorganized and rewritten based on classroom experience to incorporate: A spiral approach, starting with turtle graphics, and then revisiting concepts in greater depth using numeric, textual, and image data Clear, concise explanations written for beginning students, emphasizing core principles A variety of accessible examples, focusing on key concepts Diagrams to help visualize new concepts New sections on recursion and exception handling, as well as an earlier introduction of lists, based on instructor feedback The text offers sections designed for approximately one class period each, and proceeds gradually from procedural to object-oriented design. Examples, exercises, and projects are included from diverse application domains, including finance, biology, image processing, and textual analysis. It also includes a brief "How-To" sections that introduce optional topics students may be interested in exploring. The text is written to be read, making it a good fit in flipped classrooms. Designed for either classroom use or self-study, all example programs and solutions to odd-numbered exercises (except for projects) are available at:
<http://www.central.edu/go/conciseintro/>.

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JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

- Understand the essential elements of programming: syntax, control, and data
- Use object-oriented and functional programming techniques to organize and clarify your programs
- Script the browser and make basic Web applications
- Work with tools like regular expressions and XMLHttpRequest objects

And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

This book offers a venue for rapidly learning the language of C++ by concisely revealing its grammar, syntax and main features, and by explaining the key ideas behind object oriented programming (OOP) with emphasis on scientific computing. The book reviews elemental concepts of computers and computing, describes the primary features of C++, illustrates the use of pointers and user-defined functions, analyzes the construction of classes, and discusses

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graphics programming based on VOGLE and OpenGL. In short, the book is a basic, concise introduction to C++ programming for everyone from students to scientists and engineers seeking a quick grasp of key topics.

Programming.Architecture is a simple and concise introduction to the history of computing and computational design, explaining the basics of algorithmic thinking and the use of the computer as a tool for design and architecture. Paul Coates, a pioneer of CAAD, demonstrates algorithmic thinking through projects and student work collated through his years of teaching students of computing and design. The book takes a detailed and practical look at what the techniques and philosophy of coding entail, and gives the reader many "glimpses under the hood" in the form of code snippets and examples of algorithms. This is essential reading for student and professional architects and designers interested in how the development of computers has influenced the way we think about, and design for, the built environment.

A Concise Introduction to Mathematical Logic

Concise Guide to Object-Oriented Programming

Programming.Architecture

CUDA by Example

A Concise Introduction to Logic

A student-friendly text, A Concise Introduction to Data Structures Using Java takes a developmental approach, starting with simpler concepts first and then building toward greater complexity. Important topics, such as linked lists, are

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introduced gradually and revisited with increasing depth. More code and guidance are provided at the beginning, allowing students time to adapt to Java while also beginning to learn data structures. As students develop fluency in Java, less code is provided and more algorithms are outlined in pseudocode. The text is designed to support a second course in computer science with an emphasis on elementary data structures. The clear, concise explanations encourage students to read and engage with the material, while partial implementations of most data structures give instructors the flexibility to develop some methods as examples and assign others as exercises. The book also supplies an introductory chapter on Java basics that allows students who are unfamiliar with Java to quickly get up to speed. The book helps students become familiar with how to use, design, implement, and analyze data structures, an important step on the path to becoming skilled software developers.

Seeking to learn quickly how to program in Java without prior experience? This Guide to Java presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of illustrative examples and hands-on exercises. -- Book Cover

This book introduces multiagent planning under uncertainty as formalized by decentralized partially observable Markov decision processes (Dec-POMDPs). The intended audience is researchers and graduate students working in the fields of artificial intelligence related to sequential decision making: reinforcement learning, decision-theoretic planning for single agents, classical multiagent

planning, decentralized control, and operations research.

In programming courses, using the different syntax of multiple languages, such as C++, Java, PHP, and Python, for the same abstraction often confuses students new to computer science. Introduction to Programming Languages separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level. Designed for a one-semester undergraduate course, this classroom-tested book teaches the principles of programming language design and implementation. It presents: Common features of programming languages at an abstract level rather than a comparative level The implementation model and behavior of programming paradigms at abstract levels so that students understand the power and limitations of programming paradigms Language constructs at a paradigm level A holistic view of programming language design and behavior To make the book self-contained, the author introduces the necessary concepts of data structures and discrete structures from the perspective of programming language theory. The text covers classical topics, such as syntax and semantics, imperative programming, program structures, information exchange between subprograms, object-oriented programming, logic programming, and functional programming. It also explores newer topics, including dependency analysis, communicating sequential processes, concurrent programming constructs, web and multimedia programming, event-based programming, agent-based programming, synchronous languages, high-productivity programming on massive parallel

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computers, models for mobile computing, and much more. Along with problems and further reading in each chapter, the book includes in-depth examples and case studies using various languages that help students understand syntax in practical contexts.

A Modern Introduction to Programming
Effective C

A Concise and Practical Introduction to Programming Algorithms in Java
C++ Programming

This book offers an introduction to the algorithmic-numerical thinking using basic problems of linear algebra. By focusing on linear algebra, it ensures a stronger thematic coherence than is otherwise found in introductory lectures on numerics. The book highlights the usefulness of matrix partitioning compared to a component view, leading not only to a clearer notation and shorter algorithms, but also to significant runtime gains in modern computer architectures. The algorithms and accompanying numerical examples are given in the programming environment MATLAB, and additionally - in an appendix - in the future-oriented, freely accessible programming language Julia. This book is

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suitable for a two-hour lecture on numerical linear algebra from the second semester of a bachelor's degree in mathematics.

This book is a short, concise introduction to computer programming using the language Go. Designed by Google, Go is a general purpose programming language with modern features, clean syntax and a robust well-documented common library, making it an ideal language to learn as your first programming language.

Suitable for newcomers to computer science, A Concise Introduction to Programming in Python provides a succinct, yet complete, first course in computer science using the Python programming language. The book features: Short, modular chapters with brief and precise explanations, intended for one class period Early introduction of basic procedural constructs such as functions, selection, and repetition, allowing them to be used throughout the course Objects are introduced in the middle of the course, and class design comes toward the end Examples, exercises, and

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projects from a wide range of application domains, including biology, physics, images, sound, mathematics, games, and textual analysis No external libraries are required, simplifying the book's use in common lab spaces Each chapter introduces a main idea through a concrete example and a series of exercises. Designed to teach programming in a concise, yet comprehensive way, this book provides a timely introduction for students and anyone interested in learning Python.

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 A Concise Overview

with coverage of Fortran 90, 95, 2003 and 77

A Concise Introduction to Machine Learning

A Concise Introduction to Programming in Python

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A Concise Introduction to Decentralized POMDPs

A comprehensive introduction which will be essential to the complete beginner who wants to learn the fundamentals of programming using a modern, powerful and expressive language; as well as those wanting to update their programming skills by making the move from earlier versions of Fortran.

A Concise Introduction to Robot Programming with ROS2 provides the reader with the concepts and tools necessary to bring a robot to life through programming. It will equip the reader with the skills necessary to undertake projects with ROS2, the new version of ROS. It is not necessary to have previous experience with ROS2 as it will describe its concepts, tools, and methodologies from the beginning. Key Features Uses the two programming languages officially supported in ROS2 (C++, mainly, and Python) Approaches ROS2 from three different but complementary dimensions: the Community, Computation Graph, and the Workspace Includes a complete simulated robot, development and testing strategies, Behavior Trees, and Nav2 description, setup, and use A GitHub repository with code to assist readers It will appeal to motivated engineering students, engineers, and professionals working with robot programming.

This engaging textbook provides an accessible introduction to coding and the

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world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages, and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and HashSet; describes the basics of building a Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the

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rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics.

Mathematical logic developed into a broad discipline with many applications in mathematics, informatics, linguistics and philosophy. This text introduces the fundamentals of this field, and this new edition has been thoroughly expanded and revised.

An Introduction to Computer Science and Python Programming

Introduction to Programming with Fortran

A Concise Introduction to Programming in Python - Solutions Manual

Figure Slides for A Concise Introduction to Programming in Python

Introduction to C++ Programming and Graphics

Fully compliant with Java 2, this book provides a concise introduction to programming in Java, one of the most popular Computer Science languages in use today. Written for programming novice, it follows an 'object-oriented'

philosophy, introducing key concepts of classes and objects, before moving onto the core features of Java.

A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn:

- How to identify and handle undefined behavior in a C program
- The range and representations of integers and floating-point values
- How dynamic memory allocation works and how to use nonstandard functions
- How to use character encodings and types
- How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors
- How to

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understand the C compiler's translation phases and the role of the preprocessor □
How to test, debug, and analyze C programs Effective C will teach you how to
write professional, secure, and portable C code that will stand the test of time and
help strengthen the foundation of the computing world.

A Concise Introduction to Robot Programming with ROS2 provides the reader
with the concepts and tools necessary to bring a robot to life through
programming. It will equip the reader with the skills necessary to undertake
projects in ROS2, the new version of ROS. It is not necessary to have previous
experience in ROS2 as it will describe its concepts, tools, and methodologies
from the beginning without needing previous experience in ROS. Key Features:
Uses the two programming languages officially supported in ROS2 (C++, mainly,
and Python). Approaches ROS2 from three different but complementary
dimensions; the Community, Computation Graph, and the Workspace. Includes a
complete simulated robot, development and testing strategies, Behavior Trees,
and Nav2 description, setup and use. A GitHub repository with code to assist
readers. It will appeal to motivated engineering students, engineers and
professionals working with robot programming.

A Concise Introduction to Programming in PythonCRC Press
Eloquent JavaScript

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Guide to Assembly Language

A Concise Introduction to Software Engineering

A Concise Introduction to Programming Language Principles

A Concise Introduction to Programming

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with

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graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

This book provides an introduction to the essential concepts in programming languages, using operational semantics techniques. It presents alternative programming language paradigms and gives an in-depth analysis of the most significant constructs in modern imperative, functional and logic programming languages. The book is designed to accompany lectures on programming language design for undergraduate students. Each chapter includes exercises which provide the opportunity to apply the concepts and techniques presented.

The emphasis of the book is on the question of Why – only if why an algorithm is successful is understood, can it be properly applied, and the results trusted.

Algorithms are often taught side by side without showing the similarities and differences between them. This book addresses the commonalities, and aims to give a thorough and in-depth treatment and develop intuition, while remaining concise. This useful reference should be an essential on the bookshelves of anyone employing machine learning techniques.

This clearly written book offers readers a succinct foundation to the most important topics in the field of data compression. Part I presents the basic approaches to data

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compression and describes a few popular techniques and methods that are commonly used to compress data. The reader will discover essential concepts. Part II concentrates on advanced techniques, such as arithmetic coding, orthogonal transforms, subband transforms and Burrows-Wheeler transform. This book is the perfect reference for advanced undergraduates in computer science and requires a minimum of mathematics. An author-maintained website provides errata and auxiliary material.

A Concise Introduction to Data Compression

A Concise Introduction

A Concise Introduction to Robot Programming with Ros2

An Introduction to General-Purpose GPU Programming, Portable Documents

A Concise Introduction to Data Structures using Java

While there are already several well known textbooks on mathematical logic this book is unique in treating the material in a concise and streamlined fashion. This allows many important topics to be covered in a one semester course. Although the book is intended for use as a graduate text the first three chapters can be understood by undergraduates interested in mathematical logic. The

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remaining chapters contain material on logic programming for computer scientists, model theory, recursion theory, Godel's Incompleteness Theorems, and applications of mathematical logic. Philosophical and foundational problems of mathematics are discussed throughout the text.

A Concise and Practical Introduction to Programming Algorithms in Java has two main goals. The first is for novice programmers to learn progressively the basic concepts underlying most imperative programming languages using Java. The second goal is to introduce new programmers to the very basic principles of thinking the algorithmic way and turning the algorithms into programs using the programming concepts of Java. The book is divided into two parts and includes: The fundamental notions of variables, expressions and assignments with type checking - Conditional and loop statements - Explanation of the concepts of functions with pass-by-value arguments and recursion - Fundamental sequential and bisection search techniques - Basic iterative and recursive sorting algorithms. Each chapter of the book

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concludes with a set of exercises to enable students to practice concepts covered.

The current text provides a clear introduction to Computer Science concepts in a programming environment. It is designed as suitable use in freshman- or introductory level coursework in CS and provides the fundamental concepts as well as abstract theorems for solving computational problems. The Python language serves as a medium for illustrating and demonstrating the concepts.

This book presents a focused and accessible primer on the fundamentals of Java programming, with extensive use of examples and hands-on exercises. Topics and features: provides an introduction to variables, input/output and arithmetic operations; describes objects and contour diagrams, explains selection structures, and demonstrates how iteration structures work; discusses object-oriented concepts such as overloading and classes methods, and introduces string variables and processing; illustrates arrays and array processing and examines recursion; explores

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inheritance and polymorphism and investigates elementary files; presents a primer on graphical input/output, discusses elementary exception processing, and presents the basics of Javadoc; includes exercises at the end of each chapter, with selected answers in an appendix and a glossary of key terms; provides additional supplementary information at an associated website.

A Concise Introduction with MATLAB and Julia

An Accessible Approach Using Java

Machine Learning Fundamentals

Optimization Theory

An Introduction to Programming and Computing

This accessible and engaging textbook/guide provides a concise introduction to data structures and associated algorithms. Emphasis is placed on the fundamentals of data structures, enabling the reader to quickly learn the key concepts, and providing a strong foundation for later studies of more complex topics. The coverage includes discussions on stacks, queues, lists, (using both arrays and links), sorting, and elementary binary trees, heaps, and hashing. This content is also a natural continuation from the material provided in the separate Springer title *Guide to Java* by the same authors. **Topics and features:** reviews the preliminary concepts, and introduces stacks and queues using arrays, along with a discussion of array-based lists; examines linked lists, the

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implementation of stacks and queues using references, binary trees, a range of varied sorting techniques, heaps, and hashing; presents both primitive and generic data types in each chapter, and makes use of contour diagrams to illustrate object-oriented concepts; includes chapter summaries, and asks the reader questions to help them interact with the material; contains numerous examples and illustrations, and one or more complete program in every chapter; provides exercises at the end of each chapter, as well as solutions to selected exercises, and a glossary of important terms. This clearly-written work is an ideal classroom text for a second semester course in programming using the Java programming language, in preparation for a subsequent advanced course in data structures and algorithms. The book is also eminently suitable as a self-study guide in either academe or industry.

A coherent introduction to core concepts and deep learning techniques that are critical to academic research and real-world applications.

This concise guide is designed to enable the reader to learn how to program in assembly language as quickly as possible. Through a hands-on programming approach, readers will also learn about the architecture of the Intel processor, and the relationship between high-level and low-level languages. This updated second edition has been expanded with additional exercises, and enhanced with new material on floating-point numbers and 64-bit processing. Topics and features: provides guidance on simplified register usage, simplified input/output using C-like statements, and the use of high-level control structures; describes the implementation of control structures, without the use of high-level structures, and often with related C program code; illustrates concepts with one or more complete program; presents review summaries in each chapter, together with a variety of exercises, from short-answer questions to programming assignments;

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covers selection and iteration structures, logic, shift, arithmetic shift, rotate, and stack instructions, procedures and macros, arrays, and strings; includes an introduction to floating-point instructions and 64-bit processing; examines machine language from a discovery perspective, introducing the principles of computer organization. A must-have resource for undergraduate students seeking to learn the fundamentals necessary to begin writing logically correct programs in a minimal amount of time, this work will serve as an ideal textbook for an assembly language course, or as a supplementary text for courses on computer organization and architecture. The presentation assumes prior knowledge of the basics of programming in a high-level language such as C, C++, or Java.

An introductory course on Software Engineering remains one of the hardest subjects to teach largely because of the wide range of topics the area encompasses. I have believed for some time that we often tend to teach too many concepts and topics in an introductory course resulting in shallow knowledge and little insight on application of these concepts. And Software Engineering is naturally about application of concepts to efficiently engineer good software solutions. Goals I believe that an introductory course on Software Engineering should focus on imparting to students the knowledge and skills that are needed to successfully execute a commercial project of a few person-months effort while employing proper practices and techniques. It is worth pointing out that a vast majority of the projects executed in the industry today fall in this scope—executed by a small team over a few months. I also believe that by carefully selecting the concepts and topics, we can, in the course of a semester, achieve this. This is the motivation of this book. The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: – Teach the student the skills needed to execute a smallish commercial

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project.

How to Design Programs, second edition

A Clear and Concise Introduction to C++ Programming for the Beginner: an Introduction: an Introduction

Programming Languages and Operational Semantics

Guide to Data Structures

A Concise Introduction Using Java

This clear and concise introduction to C++ programming for the beginner covers C++ data types, declaring and using variables, arithmetic operators and expressions, relational and logical operators, making decisions with if statements, performing repetition with while and for loops, creating and using functions, and more.

This book will enable the reader to very quickly begin programming in assembly language. Through this hands-on programming, readers will also learn more about the computer architecture of the Intel 32-bit processor, as well as the relationship between high-level and low-level languages. Topics: presents an overview of assembly language, and an introduction to general purpose registers; illustrates the key concepts of each chapter with complete programs, chapter summaries, and exercises; covers input/output, basic arithmetic instructions, selection

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structures, and iteration structures; introduces logic, shift, arithmetic shift, rotate, and stack instructions; discusses procedures and macros, and examines arrays and strings; investigates machine language from a discovery perspective. This textbook is an ideal introduction to programming in assembly language for undergraduate students, and a concise guide for professionals wishing to learn how to write logically correct programs in a minimal amount of time.

A Concise Introduction to Languages, Machines and Logic provides an accessible introduction to three key topics within computer science: formal languages, abstract machines and formal logic. Written in an easy-to-read, informal style, this textbook assumes only a basic knowledge of programming on the part of the reader. The approach is deliberately non-mathematical, and features:

- Clear explanations of formal notation and jargon,
- Extensive use of examples to illustrate algorithms and proofs,
- Pictorial representations of key concepts,
- Chapter opening overviews providing an introduction and guidance to each topic,
- End-of-chapter exercises and solutions,
- Offers an intuitive approach to the topics.

This reader-friendly textbook has been written with undergraduates in mind and will be suitable for use on

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course covering formal languages, formal logic, computability and automata theory. It will also make an excellent supplementary text for courses on algorithm complexity and compilers.

CUDA is a computing architecture designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. *CUDA by Example*, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key

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CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you'll need are freely available for download from NVIDIA.

<http://developer.nvidia.com/object/cuda-by-example.html>

An Introduction to Programming in Go

Introduction to Programming Concepts with Case Studies in Python

A Concise Introduction to Robot Programming with ROS2

The Essence of Java Programming

An Introduction to Professional C Programming