Programmatore In 3 Giorni Guida Ipersintetica Per Principianti

Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet.Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software.This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information".There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

A Modern Approach

The Pragmatic Programmer

Diario italiano

Advanced Bash Scripting Guide

Richard Stallman's Crusade for Free Software

150 Programming Interview Questions and Solutions

Alta frequenza

Un libro che incoraggia tutte le donne a lasciare il perfezionismo del mondo e abbracciare l'eccellenza di Gesù. Dobbiamo capire la valenza spirituale delle cose, di tutte le cose che attengono alla nostra esistenza. Diversamente, tutti i nostri metodi finiranno per fallire. Staci Eastin coglie nel segno con grazia, con molte riflessioni sulla disorganizzazione del nostro cuore e della nostra vita; a esse fa subito seguire il balsamo della grazia che viene dal Vangelo. Grazie alla presenza dello Spirito Santo, c'è sempre la speranza di un cambiamento. Apri questo libro tenendo a mente questa realtà e troverai molto su cui rifletterai.

Impara a parlare in francese facilmente in meno di un ora al giorno, con le comodità di casa! Questo manuale per l'apprendimento del francese realizzato da un dottorando in linguistica francese ti aiuterà a raggiungere i tuoi obiettivi in brevissimo tempo grazie alle lezioni giornaliere semplici ed efficaci, supportate da 131 tracce audio gratuite. Se desideri viaggiare in Francia o migliorare la tua conoscenza sulla bella cultura francese, questo libro è fatto per te! Imparare una nuova lingua non è mai stato così facile! In "Impara il francese in 30 giorni", l'autore usa la sua ampia esperienza nell'apprendimento delle lingue straniere per creare lezioni che si concentrano sul 20% degli sforzi che porterà inevitabilmente a ottenere l'80% dei risultati. Minimo sforzo... per massimi risultati! Cosa troverai in questo manuale: - La quantità di informazioni necessaria per un apprendimento quotidiano ottimale - Tutti gli argomenti di conversazione per i principianti - Tutta la grammatica francese e le note essenziali spiegate in maniera semplice - Basi di conversazione in francese colloquiale che altri manuali nascondono - I piccoli suggerimenti sulla pronunica che fanno la grande differenza - Registrazioni complete sulle lezioni, il vocabolario e la grammatica - Un glossario completo con più di mille entrate - la tabella per le coniugazioni per una consultazione semplice - Ampi esercizi con le relative risposte

This cultural history of Mussolini's dictatorship discusses the meanings of modernity in interwar Italy. The work argues that fascism appealed to many Italian intellectuals as a new model of modernity that would resolve the European and national crises.

Italy, 1922-1945

Algorithms to Live By

The Computer Science of Human Decisions

From Journeyman to Master

Giornale della libreria

Impara il francese in 30 giorni: Una guida essenziale per la sopravvivenza

Un tempo, creare il proprio impero informatico significava diventare un'altra Microsoft o un altro Bill Gates. E ci voleva un sacco di tempo, un sacco di denaro e un sacco di risorse. Al giorno d'oggi è semplice come accendere il computer. Beh, forse non COSÌ semplice. Ma avere un computer è davvero tutto quello che serve per possedere, gestire e sviluppare un'impresa informatica. Semplicemente con l'accesso a Internet... •Puoi fare brainstorming e sviluppare idee. •Puoi scoprire che tipi di prodotti esistono già o meno. •Puoi determinare esattamente cosa vuole e di cosa ha bisogno la gente. •Puoi individuare e assumere un programmatore. •Puoi creare la grafica software (o farla creare). •Puoi promuovere e vendere i tuoi prodotti finiti. E quando rifletti sul fatto che puoi fare tutte queste cose senza abbandonare la comodità della tua casa, è davvero stupefacente. Inoltre il costo per creare e sviluppare i software non è neanche lontanamente paragonabile a com'era un tempo. Invece di dover viaggiare a lungo o accontentarti di qualsiasi programmatore si trovi a distanza ragionevole da te (e di qualunque prezzo ti addebiti), puoi facilmente scegliere tra tutti i programmatori che vuoi in tutto il mondo. PUBLISHER: TEKTIME

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Che cos'è la dieta Paleo La dieta Paleolitica viene talvolta chiamata la "dieta del cavernicolo", la "dieta del cacciatore - raccoglitore", la "dieta dell'Età della pietra" o la "dieta del guerriero". Oggi tuttavia molte persone chiamano questo regime alimentare semplicmente "di Paleo". Essa segue i limiti dietetici dei nostri avi preistorici, in particolare quelli dei cacciatori- raccoglitori dell'antichita. Questa dieta fa enorme affidamento su prodotti freschi, evitando alimenti trasformati che più volte si sono dimostrati nocivi alla salute.

C# Guida Completa

Le idee dell'informatica

Think Python

Game Programming in C++

Catalogo alfabetico annuale

Consigli e trucchi

Mindstorms

Chronicles the life of the computer programmer, known for the launch of the operating system GNU Project, from his childhood as a gifted student to his crusade for free software.

Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. Game Programming in C++ is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, Game Programming in C++ will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Python Tutorial

Exploring Data in Python 3

An Introduction to Computer Science & Programming

Creating 3D Games

Rivisteria

una guida al femminile per sconfiggere il caos della vita

1976-2006

Programmatore in 3 GiorniGuida Ipersintetica per PrincipiantiBlu Editore

Rappresentare con verità storica, anche scomoda ai potenti di turno, la realtà contemporanea, rapportandola al passato e proiettandola al futuro. Per non reiterare vecchi errori. Perché la massa dimentica o non conosce. Denuncio i difetti e caldeggio i pregi italici. Perché non abbiamo orgoglio e dignità per migliorarci e perché non sappiamo apprezzare, tutelare e promuovere quello che abbiamo ereditato dai nostri avi. Insomma, siamo bravi a farci del male e qualcuno deve pur essere diverso!

If you want to learn how to use Linux, but don't know where to start read on. Knowing where to start when learning a new skill can be a challenge, especially when the topic seems so vast. There can be so much information available that you can't even decide where to start. Or worse, you start down the path of learning and quickly discover too many concepts, commands, and nuances that aren't explained. This kind of experience is frustrating and leaves you with more questions than answers. Linux for Beginners doesn't make any assumptions about your background or knowledge of Linux. You need no prior knowledge to benefit from this book. You will be guided step by step using a logical and systematic approach. As new concepts, commands, or jargon are encountered they are explained in plain language, making it easy for anyone to understand. Here is what you will learn by reading Linux for Beginners: How to get access to a Linux server if you don't already. What a Linux distribution is and which one to choose. What software is needed to connect to Linux from Mac and Windows computers. Screenshots included. What SSH is and how to use it, including creating and using SSH keys. The file system layout of Linux systems and where to find programs, configurations, and documentation. The basic Linux commands you'll use most often. Creating, renaming, moving, and deleting directories. Listing, reading, creating, editing, copying, and deleting files. Exactly how permissions work and how to decipher the most cryptic Linux permissions with ease. How to use the nano, vi, and emacs editors. Two methods to search for files and directories. How to compare the contents of files. What pipes are, why they are useful, and how to use them. How to compress files to save space and make transferring data easy. How and why to redirect input and output from applications. How to customize your shell prompt. How to be efficient at the command line by using aliases, tab completion, and your shell history. How to schedule and automate jobs using cron. How to switch users and run processes as others. Where to go for even more in-depth coverage on each topic. What you learn in "Linux for Beginners" applies to any Linux environment including Ubuntu, Debian, Linux Mint, RedHat, Fedora, OpenSUSE, Slackware, and more. Scroll up, click the Buy Now With 1 Click button and get started learning Linux today!

Linux for Beginners

Release 3. 6. 6rc1

A Handbook of Agile Software Craftsmanship

Guida all'orientamento e ai test di ammissione 2015

Fascist Modernities

World Wide Waste: How Digital Is Killing Our Planet—and What We Can Do About It

I bioritmi

La scelta giusta. Orientarsi e mettersi alla prova. Poiché «gli esami non finiscono mai», come recita un noto adagio, i neodiplomati che vogliono proseguire gli studi devono affrontare un altro esame : il test di ammissione all'università. Prima ancora però del test di ammissione, tutti gli studenti devono scegliere il corso di laurea giusto e devono sapere se quel determinato corso di laurea prevede una prova di verifica. Questo libro nasce così dall'idea di orientare lo studente nella sua scelta. Ciò è reso possibile da: • un questionario conoscitivo sulle attitudini professionali; • un TrovaUniversità utile per scoprire le Università attive nella propria regione; • pratiche tabelle per scoprire gli sbocchi professionali per ciascuna area di studio; • 11 esempi di prove simulate specifiche per area di studio per mettersi alla prova, tutte complete di soluzioni.

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python Web site, https: //www.python.org/, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as well. For a description of standard objects and modules, see library-index. reference-index gives a more formal definition of the language. To write extensions in C or C++, read extending-index and c-api-index. There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in library-index. The Glossary is also worth going through.

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

How to Think Like a Computer Scientist

Verification Handbook

Catalogo dei libri in commercio

rivista di radiotecnica, telefonia e acustica applicata

Getting Started with Processing.py

Gazzetta ufficiale della Repubblica italiana. Parte prima, serie generale

La Dieta Paleo Per Principianti

La metodologia Agile è soltanto uno dei numerosi metodi iterativi ideati in passato dai leader nel settore dello sviluppo software. In sostanza, i metodi iterativi contrastavano l'approccio eccessivamente incrementale del metodo a cascata proponendo l'utilizzo di tante piccole fasi distinte. Queste fasi corrispondono a quelle principali del metodo a cascata (identificazione dei requisiti, progettazione, implementazione, testing e manutenzione) ma sono di fatto suddivise in contributi minori e più frequenti, denominati anche "mini-cascate". La metodologia Agile prevede l'applicazione del ciclo di vita caratteristico del metodo di sviluppo a cascata, ma in una quantità di tempo molto più limitata. I "leader del pensiero", a cui va il merito di aver delineato la metodologia di sviluppo Agile, l'hanno riassunta in 12 principi fondamentali. Di questi principi si discuterà nel Capitolo 7 - I 12 principi Agile, che saranno applicati nella maggior parte delle lezioni presenti in questo e-book. A fascinating exploration of how insights from computer algorithms can be applied to our everyday lives, helping to solve common decision-making problems and illuminate the workings of the human mind All our lives are constrained by limited space and time, limits that give rise to a particular set of problems. What should we do, or leave undone, in a day or a lifetime? How much messiness should we accept? What balance of new activities and familiar favorites is the most fulfilling? These may seem like uniquely human quandaries, but they are not: computers, too, face the same constraints, so computer scientists have been grappling with their version of such issues for decades. And the solutions they've found have much to teach us. In a dazzlingly interdisciplinary work, acclaimed author Brian Christian and cognitive scientist Tom Griffiths show how the algorithms used by computers can also untangle very human questions. They explain how to have better hunches and when

to leave things to chance, how to deal with overwhelming choices and how best to connect with others. From finding a spouse to finding a parking spot, from organizing one's inbox to understanding the workings of memory, Algorithms to Live By transforms the wisdom of computer science into strategies for human living.
Questo libro è scritto per aiutarti ad imparare a programmare velocemente. Se non sai assolutamente niente di programmazione, troverai in questo testo delle spiegazioni semplici a concetti difficili da comprendere. Le spiegazioni sono corredate da moltissimi esempi ed immagini esplicative. Protrai scaricare il codice sorgente di alcuni esempi nella sezione informatica del sito: dottorgandini.it Il manuale, mediante il ricorso a numerosi esempi ed immagini, permette di essere subito operativi. Argomenti trattati: programmazione, linguaggio Basic, linguaggio C, HTML, script DOS, script UNIX. Circa lo stile sintetico, permettimi un aneddoto ed uno strale. Ricordo quando studiavo all'università… un terzo del libro serviva a superare l'esame, gli altri due terzi probabilmente servivano all'autore per vendere il libro; preferisco non scrivere quei due terzi. Buona lettura e, soprattutto, buona programmazione. In questo ebook trovi: Introduzione Cosa è un linguaggio di programmazione Differenza tra istruzione e comando Linguaggi compilati e interpretati Scratch – Per comprendere la logica della programmazione Scarichiamo ed installiamo un basic gratuito Il primo programma in basic Dati numerici, stringhe, vettori e record Ciclo for If While e Do Case File Grafica Programmazione modulare Da Basic a C Programmazione ad oggetti: cenni HTML: creiamo una semplice pagina web Comandi DOS e file bat Da DOS a UNIX Corsi di informatica L'autore Altri ebook dell'autore Tabelle utili per i programmatori Tabella ASCII 64 Mini tabella porte di servizio per la rete Cosa è il software libero Conclusioni Bibliografia, sitografia e letture consigliate
Making Interactive Graphics with Processing's Python Mode
Gazzetta ufficiale della Repubblica italiana. Parte prima, 4. serie speciale, Concorsi ed esami
Scrum - Guida Pratica Definitiva alle Pratiche della Metodologia di Sviluppo Agile!
Free as in Freedom [Paperback]
Cracking the Coding Interview
La guida definitiva per sviluppatori di software
An Introduction to the Linux Operating System and Command Line
Speaking out when it's unpopular. Back in the day, Henry David Thoreau raged at the robber barons-the big shots of their age, despoiling the environment in the name of progress. Deep in the throes of the seemingly unstoppable growth of tech, a modern-day Thoreau has emerged in the guise of Gerry McGovern-decrying the massive, hidden negative impacts of tech on the environment. McGovern has thoroughly documented in World Wide Waste how tech damages the Earth-and what we should be doing about it. It is not just the acres of discarded computer hardware conveniently dumped in Third World countries. Every time an email is downloaded it contributes to global warming. Every tweet, search, check of a webpage creates pollution. Digital is physical. Those data centers are not in the Cloud. They're on land in massive physical buildings packed full of computers hungry for energy. It seems invisible. It seems cheap and free. It's not. Digital costs the Earth.
C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs.This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business.
Miriam Mafai si racconta attraverso i suoi articoli. Esce il ritratto straordinario di una grande giornalista che riesce a raccontare le vicende della politica e i suoi protagonisti con asciutta obiettività, a renderli vivi senza perdersi nel pettegolezzo minuto e soprattutto senza smarrire il filo della storia complessiva. Chiara Valentini, "L'espresso" Raccontando gli ultimi trent'anni della nostra vicenda collettiva, in Diario italiano Miriam Mafai finisce per svelare molto anche di sé, una donna capace di leggere oltre i fatti intravedendo la possibilità del cambiamento senza scoramenti, anche nei tempi più cupi. Titti Marrone, "Il Mattino" Note, editoriali, inchieste, fatti di cronaca, battaglie civili, storie di politica. Le pagine di un diario ideale che ci riguarda tutti: l'Italia che non c'è più e l'Italia dei nostri giorni.
C Programming
Code Complete
Programmatore in 3 Giorni
Guida Ipersintetica per Principianti
Visual Basic 6 Guida Completa
An Ultimate Guideline on Digital Age Sourcing for Emergency Coverage
Clean Code
Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.
In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.
Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.
Corona Renderer. The Complete Guide
Python for Everybody
Children, Computers, And Powerful Ideas
Bibliografia nazionale italiana
Java
IL COGLIONAVIRUS NONA PARTE GLI IMPROVVISATORI
Un Cuore Organizzato