Introduction Computing Using Python Application

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for courses in python programming now in its third edition practice of computing using python continues to introduce both majors and non majors taking cs1 courses to computational thinking using python with a strong emphasis on problem solving through computer science the authors have chosen python for its simplicity powerful built in data structures advanced control constructs and practicality the text is built from the ground up for python programming rather than having been translated from java or c focusing on data manipulation and analysis as a theme the text allows students to work on real problems using internet sourced or self generated data sets that represent their own work and interests the authors also emphasise program development and provide both majors and non majors with a practical foundation in programming that will be useful in their respective fields among other changes the third edition incorporates a switch to the anaconda distribution the spyder ide and a focus on debugging and guis

review this excellent book of prof verma is a single resource which a student can use to learn the fast developing field of computational science in addition to the description of python language it provides a broad overview of hardware software classic numerical methods and everything in between i recommend it strongly to all prof prateek sharma iisc bengaluru key features of the book perfect book for introduction to practical numerical algorithms and programs for advanced undergraduate and beginning graduate students introduces python programming language and its modules related to numerical computing covers numpy matplotlib and scipy modules in details illustrates how to make a variety of plots and animations detailed discussions on important numerical algorithms interpolation integration differentiation ode and pde solvers and linear algebra solvers practical implementation of the algorithms in python introduces spectral and finite difference methods and applications to fluid mechanics and quantum mechanics includes chapters on monte carlo methods and applications to statistical physics as well as on error analysis a brief introduction to computer hardware complexity estimates and nondimensionalization

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guzdial introduces programming as a way of creating and manipulating mediaa context familiar and intriguing to today s readers starts readers with actual programming early on puts programming in a relevant context computing for communications includes implementing photoshop like effects reversing splicing sounds creating animations acknowledges that readers in this audience care about the introduces html and covers

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in the book table of contents1 neural networks2 deep learning3 genetic algorithms and programming4 swarm intelligence5 cellular automata6 fractals7 quantum computing8 dna computingabout the authorgiancarlo zaccone has over ten years of experience in managing research projects in scientific and industrial areas he is a software and systems engineer consultant at european space agency estec giancarlo holds a master s degree in physics and an advanced master s degree in scientific computing at la sapienza of rome her linkedin profile linkedin com in giancarlozaccone

this easy to understand textbook presents a modern approach to learning numerical methods or scientific computing with a unique focus on the modeling and applications of the mathematical content emphasis is placed on the need for and methods of scientific computing for a range of different types of problems supplying the evidence and justification to motivate the reader practical guidance on coding the methods is also provided through simple to follow examples using python topics and features provides an accessible and applications oriented approach supported by working python code for many of the methods encourages both problem and project based learning through extensive examples exercises and projects drawn from practical applications introduces the main concepts in modeling python programming number representation and errors explains the essential details of numerical calculus linear and nonlinear equations including the multivariable newton method discusses interpolation and the numerical solution of differential equations covering polynomial interpolation splines and the euler runge kutta and shooting methods presents largely self contained chapters arranged in a logical order suitable for an introductory course on scientific computing undergraduate students embarking on a first course on numerical methods or scientific computing will find this textbook to be an invaluable guide to the field and to the application of these methods across such varied disciplines as computer science engineering mathematics economics the physical sciences and social science

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