Programming

Alexander Stepanov,Paul McJones

The Rust Programming Language (Covers Rust 2018) Steve Klabnik,Carol Nichols,2019-09-03 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features-- from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation

of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

  Elements of Programming Alexander Stepanov,Paul McJones,2019-06-27 Elements of Programming provides a different understanding of programming than is presented elsewhere. Its major premise is that practical programming, like other areas of science and engineering, must be based on a solid mathematical foundation. The book shows that algorithms implemented in a real programming language, such as C++, can operate in the most general mathematical setting. For example, the fast exponentiation algorithm is defined to work with any associative operation. Using abstract algorithms leads to efficient, reliable, secure, and economical software.

  Head First Python Paul Barry,2016-11-21 Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head

First Pythonuses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

   Invent Your Own Computer Games with Python, 4th Edition Al Sweigart,2016-12-16 Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: —Combine loops, variables, and flow control statements into real working programs —Choose the right data structures for the job, such as lists, dictionaries, and tuples —Add graphics and animation to your games with the pygame module —Handle keyboard and mouse input —Program simple artificial intelligence so you can play against the computer —Use cryptography to convert text messages into secret code —Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Python Programming in Context Bradley N. Miller,David L. Ranum,Julie
Anderson,2019-10-01 Python Programming in Context, Third Edition provides a
comprehensive and accessible introduction to Python fundamentals. Updated
with the latest version of Python, the new Third Edition offers a thorough
overview of multiple applied areas, including image processing, cryptography,
astronomy, the Internet, and bioinformatics. Taking an active learning
approach, each chapter starts with a comprehensive real-world project that
teaches core design techniques and Python programming while engaging
students. An ideal first language for learners entering the rapidly expanding
field of computer science, Python gives students a solid platform of key
problem-solving skills that translate easily across programming languages.
  The Pragmatic Programmer Andrew Hunt,David Thomas,1999-10-20 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
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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.

  Python Programming John M. Zelle,2004 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.

  <u>The Science of Programming</u> David Gries,1981 Describes basic programming principles and their step-by- step applications.Numerous examples are included.

  The C# Programming Language (Covering C# 4.0), Portable Documents Anders Hejlsberg,Mads Torgersen,Scott Wiltamuth,Peter Golde,2010-10-31 The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Updated to cover the new features of C# 4.0, including dynamic binding, named and optional parameters, and covariant and contravariant generic types, this release takes the language to the next level by adding the ability to cleanly write programs that don't rely on static type definitions. This allows dynamic programming languages such as Python, Ruby, and JavaScript to feel native to C#. The C# Programming Language, Fourth Edition, continues to be the authoritative and annotated technical reference for C# 4.0. 7nbsp; Written by Anders Hejlsberg, the language's architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely

updated for C# 4.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from twelve prominent C# gurus. The many annotations bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#. With annotations from: Brad Abrams, Joseph Albahari, Krzysztof Cwalina, Jesse Liberty, Eric Lippert, Christian Nagel, Vladimir Reshetnikov, Marek Safar, Chris Sells, Peter Sestoft, Jon Skeet, and Bill Wagner.

  Refactoring Martin Fowler,Kent Beck,1999 Refactoring is gaining momentum amongst the object oriented programming community. It can transform the internal dynamics of applications and has the capacity to transform bad code into good code. This book offers an introduction to refactoring.

  How to Design Programs, second edition Matthias Felleisen,Robert Bruce Findler,Matthew Flatt,Shriram Krishnamurthi,2018-05-25 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 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.

  Elements of Programming Interviews Adnan Aziz,Tsung-Hsien Lee,Amit Prakash,2012-10-11 The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical

aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

  <u>Design Concepts in Programming Languages</u> Franklyn Turbak,David Gifford,2008-07-18 Key ideas in programming language design and implementation explained using a simple and concise framework; a comprehensive introduction suitable for use as a textbook or a reference for researchers. Hundreds of programming languages are in use today—scripting languages for Internet commerce, user interface programming tools, spreadsheet macros, page format specification languages, and many others. Designing a programming language is a metaprogramming activity that bears certain similarities to programming in a regular language, with clarity and simplicity even more important than in ordinary programming. This comprehensive text uses a simple and concise framework to teach key ideas in programming language design and implementation. The book's unique approach is based on a family of syntactically simple pedagogical languages that allow students to explore programming language concepts systematically. It takes as

premise and starting point the idea that when language behaviors become incredibly complex, the description of the behaviors must be incredibly simple. The book presents a set of tools (a mathematical metalanguage, abstract syntax, operational and denotational semantics) and uses it to explore a comprehensive set of programming language design dimensions, including dynamic semantics (naming, state, control, data), static semantics (types, type reconstruction, polymporphism, effects), and pragmatics (compilation, garbage collection). The many examples and exercises offer students opportunities to apply the foundational ideas explained in the text. Specialized topics and code that implements many of the algorithms and compilation methods in the book can be found on the book's Web site, along with such additional material as a section on concurrency and proofs of the theorems in the text. The book is suitable as a text for an introductory graduate or advanced undergraduate programming languages course; it can also serve as a reference for researchers and practitioners.

An Experiential Introduction to Principles of Programming Languages Hridesh Rajan,2022-05-03 A textbook that uses a hands-on approach to teach principles of programming languages, with Java as the implementation language. This introductory textbook uses a hands-on approach to teach the principles of programming languages. Using Java as the implementation language, Rajan covers a range of emerging topics, including concurrency, Big Data, and event-driven programming. Students will learn to design, implement, analyze,

and understand both domain-specific and general-purpose programming languages. Develops basic concepts in languages, including means of computation, means of combination, and means of abstraction. Examines imperative features such as references, concurrency features such as fork, and reactive features such as event handling. Covers language features that express differing perspectives of thinking about computation, including those of logic programming and flow-based programming. Presumes Java programming experience and understanding of object-oriented classes, inheritance, polymorphism, and static classes. Each chapter corresponds with a working implementation of a small programming language allowing students to follow along.

  Learn to Code by Solving Problems Daniel Zingaro,2021-06-29 Learn to Code by Solving Problems is a practical introduction to programming using Python. It uses coding-competition challenges to teach you the mechanics of coding and how to think like a savvy programmer. Computers are capable of solving almost any problem when given the right instructions. That's where programming comes in. This beginner's book will have you writing Python programs right away. You'll solve interesting problems drawn from real coding competitions and build your programming skills as you go. Every chapter presents problems from coding challenge websites, where online judges test your solutions and provide targeted feedback. As you practice using core Python features, functions, and techniques, you'll develop a clear

understanding of data structures, algorithms, and other programming basics. Bonus exercises invite you to explore new concepts on your own, and multiple-choice questions encourage you to think about how each piece of code works. You'll learn how to: Run Python code, work with strings, and use variables Write programs that make decisions Make code more efficient with while and for loops Use Python sets, lists, and dictionaries to organize, sort, and search data Design programs using functions and top-down design Create complete-search algorithms and use Big O notation to design more efficient code By the end of the book, you'll not only be proficient in Python, but you'll also understand how to think through problems and tackle them with code. Programming languages come and go, but this book gives you the lasting foundation you need to start thinking like a programmer.

  Understanding Programming Languages M. Ben-Ari,1996-03-26 This book compares constructs from C with constructs from Ada in terms of levels of abstractions. Studying these languages provides a firm foundation for an extensive examination of object-oriented language support in C++ and Ada 95. It explains what alternatives are available to the language designer, how language constructs should be used in terms of safety and readability, how language constructs are implemented and which ones can be efficiently compiled and the role of language in expressing and enforcing abstractions. The final chapters introduce functional (ML) and logic (Prolog) programming languages to demonstrate that imperative languages are not conceptual

necessities for programming.

Learning C++ Functional Programming Wisnu Anggoro,2017-08-10 Apply
Functional Programming techniques to C++ to build highly modular, testable,
and reusable code About This Book Modularize your applications and make them
highly reusable and testable Get familiar with complex concepts such as
metaprogramming, concurrency, and immutability A highly practical guide to
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optimization In Detail Functional programming allows developers to divide
programs into smaller, reusable components that ease the creation, testing,
and maintenance of software as a whole. Combined with the power of C++, you
can develop robust and scalable applications that fulfill modern day software
requirements. This book will help you discover all the C++ 17 features that

can be applied to build software in a functional way. The book is divided into three modules—the first introduces the fundamentals of functional programming and how it is supported by modern C++. The second module explains how to efficiently implement C++ features such as pure functions and immutable states to build robust applications. The last module describes how to achieve concurrency and apply design patterns to enhance your application's performance. Here, you will also learn to optimize code using metaprogramming in a functional way. By the end of the book, you will be familiar with the functional approach of programming and will be able to use these techniques on a daily basis. Style and approach This book uses a module-based approach, where each module will cover important aspects of functional programming in C++ and will help you develop efficient and robust applications through gaining a practical understanding.

  The Audio Programming Book Richard Boulanger,Victor Lazzarini,2010-10-22 An encyclopedic handbook on audio programming for students and professionals, with many cross-platform open source examples and a DVD covering advanced topics. This comprehensive handbook of mathematical and programming techniques for audio signal processing will be an essential reference for all computer musicians, computer scientists, engineers, and anyone interested in audio. Designed to be used by readers with varying levels of programming expertise, it not only provides the foundations for music and audio development but also tackles issues that sometimes remain mysterious even to

experienced software designers. Exercises and copious examples (all cross-platform and based on free or open source software) make the book ideal for classroom use. Fifteen chapters and eight appendixes cover such topics as programming basics for C and C++ (with music-oriented examples), audio programming basics and more advanced topics, spectral audio programming; programming Csound opcodes, and algorithmic synthesis and music programming. Appendixes cover topics in compiling, audio and MIDI, computing, and math. An accompanying DVD provides an additional 40 chapters, covering musical and audio programs with micro-controllers, alternate MIDI controllers, video controllers, developing Apple Audio Unit plug-ins from Csound opcodes, and audio programming for the iPhone. The sections and chapters of the book are arranged progressively and topics can be followed from chapter to chapter and from section to section. At the same time, each section can stand alone as a self-contained unit. Readers will find The Audio Programming Book a trustworthy companion on their journey through making music and programming audio on modern computers.

Masterminds of Programming Federico Biancuzzi,Chromatic,2009-03-21 Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today.

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  You Can Do It! Francis Glassborow,2004-04-21 Want to start programming but don't know where to start? Don't worry! With a radically different approach to programming, author Francis Glassborow demystifies programming concepts, and shows you how to create real applications with C++. Working with computing novice Roberta Allen he teaches you the basic elements of programming and will have you writing programs from the first chapter.

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