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## C# Programming: From Problem Analysis to Program Design SIAM

A Mathematical Introduction to Logic, Second Edition, offers increased flexibility with topic coverage, allowing for choice in how to utilize the textbook in a course. The author has made this edition more accessible to better meet the needs of today's undergraduate mathematics and philosophy students. It is intended for the reader who has not studied logic previously, but who has some experience in mathematical reasoning. Material is presented on computer science issues such as computational complexity and database queries, with additional coverage of introductory material such as sets. \* Increased flexibility of the text, allowing instructors more choice in how they use the textbook in courses. \* Reduced mathematical rigour to fit the needs of undergraduate students

Introduction to Computer Theory Pearson

An exceptionally clear and accessible reference and workbook for anyone who wants to learn Arabic Easy Arabic Grammar is both a handy grammar reference and a primer/workbook for beginning to intermediate-level students of Arabic. Clear structural explanations and practice activities make it a perfect companion for formal language classes as well as any self-teaching course.

Introduction to the Theory of Computation Addison Wesley Publishing Company

Software -- Programming Techniques.

Numerical Analysis "O'Reilly Media, Inc."

Quantum information and computation is a rapidly expanding and cross-disciplinary subject. This book, first published in 2006, gives a self-contained introduction to the field for physicists, mathematicians and computer scientists who want to know more about this exciting subject. After a step-by-step introduction to the quantum bit (qubit) and its main properties, the author presents the necessary background in quantum mechanics. The core of the subject, quantum computation, is illustrated by a detailed treatment of three quantum algorithms: Deutsch, Grover and Shor. The final chapters are devoted to the physical implementation of quantum computers, including the most recent aspects, such as superconducting qubits and quantum dots, and to a short account of quantum information. Written at a level suitable for undergraduates in physical sciences, no previous knowledge of quantum mechanics is assumed, and only elementary notions of physics are required. The book includes many short exercises, with solutions available to instructors through solutions@cambridge.org.

Introduction to Languages and the Theory of Computation Cambridge University Press

In the new sixth edition, readers will be able to clearly see the relevance of accounting in their everyday lives. The authors introduce challenging accounting concepts with examples that are familiar to everyone, which helps build motivation to learn the material. Accounting issues are also placed within the context of marketing, management, IT, and finance.

Applied Numerical Methods for Engineers and Scientists Cambridge University Press

PROBABILITY AND STATISTICS FOR ENGINEERS AND SCIENTISTS, Fourth Edition, continues the student-oriented approach that has made previous editions successful. As a teacher and researcher at a premier engineering school, author Tony Hayter is in touch with engineers daily--and understands their vocabulary. The result of this familiarity with the professional community is a clear and readable writing style that students understand and appreciate, as well as high-interest, relevant examples and data sets that keep students' attention. A flexible approach to the use of computer tools, including tips for using various software packages, allows instructors to choose the program that best suits their needs. At the same time, substantial computer output (using MINITAB and other programs) gives students the necessary practice in interpreting output. Extensive use of examples and data sets illustrates the importance of statistical data collection and analysis for students in the fields of aerospace, biochemical, civil, electrical, environmental, industrial, mechanical, and textile engineering, as well as for students in physics, chemistry, computing, biology, management, and mathematics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A Short Introduction to Quantum Information and Quantum Computation Pearson Higher Ed

Want to learn how to program and think like a computer scientist? This practical guide gets you started on your programming journey with the help of Perl 6, the younger sister of the popular Perl programming language. Ideal for beginners, this hands-on book includes over 100 exercises with multiple solutions, and more than 1,000 code examples so you can quickly practice what you learn. Experienced

programmers--especially those who know Perl 5--will also benefit. Divided into two parts, Think Perl 6 starts with basic concepts that every programmer needs to know, and then focuses on different programming paradigms and some more advanced programming techniques. With two semesters' worth of lessons, this book is the perfect teaching tool for computer science beginners in colleges and universities. Learn basic concepts including variables, expressions, statements, functions, conditionals, recursion, and loops Understand commonly used basic data structures and the most useful algorithms Dive into object-oriented programming, and learn how to construct your own types and methods to extend the language Use grammars and regular expressions to analyze textual content Explore how functional programming can help you make your code simpler and more expressive Introduction to Aircraft Flight Mechanics Cambridge University Press Effectively balance today's most important programming principles and concepts with the latest insights into C# using Doyle's C# PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 4E. This insightful introductory book highlights the latest Visual Studio 2012 and C# 4.0 software with a unique, principles-based approach to give readers a deep understanding of programming. Respected author Barbara Doyle admirably balances principles and concepts, offering just the right amount of detail to create a strong foundation for beginning students. A straightforward approach and understandable vocabulary make it easy for readers to grasp new programming concepts without distraction. The book introduces a variety of fundamental programming concepts, from data types and expressions to arrays and collections, all using the popular C# language. New programming exercises and new numbered examples throughout this edition reflect the latest updates in Visual Studio 2012, while learning objectives, case studies and Coding Standards summaries in each chapter ensure mastery. While this edition assumes no prior programming knowledge, coverage extends beyond traditional programming books to cover new advanced topics, such as portable class libraries to create applications for Windows Phone and other platforms. With entire chapters devoted to working with databases and Web-based applications, you'll find everything you need for a solid understanding of C# and programming fundamentals for ongoing success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Financial Accounting OUP Oxford

An easy-to-comprehend text for required undergraduate courses in computer theory, this work thoroughly covers the three fundamental areas of computer theory--formal languages, automata theory, and Turing machines. It is an imaginative and pedagogically strong attempt to remove the unnecessary mathematical complications associated with the study of these subjects. The author substitutes graphic representation for symbolic proofs, allowing students with poor mathematical background to easily follow each step. Includes a large selection of well thought out problems at the end of each chapter.

An Introduction to Quantum Computing Jones & Bartlett Publishers

This straightforward guide describes the main methods used to prove mathematical theorems. Shows how and when to use each technique such as the contrapositive, induction and proof by contradiction. Each method is illustrated by step-by-step examples. The Second Edition features new chapters on nested quantifiers and proof by cases, and the number of exercises has been doubled with answers to odd-numbered exercises provided. This text will be useful as a supplement in mathematics and logic courses. Prerequisite is high-school algebra.

The Art of Multiprocessor Programming, Revised Reprint AIAA Revised and updated with improvements conceived in parallel programming courses, The Art of Multiprocessor Programming is an authoritative guide to multicore programming. It introduces a higher level set of software development skills than that needed for efficient single-core programming. This book provides comprehensive coverage of the new principles, algorithms, and tools necessary for effective multiprocessor programming. Students and professionals alike will benefit from thorough coverage of key multiprocessor programming issues. This revised edition incorporates much-demanded updates throughout the book, based on feedback and corrections reported from classrooms since 2008 Learn the fundamentals of programming multiple threads accessing shared memory Explore mainstream concurrent data structures and the key elements of their design, as well as synchronization techniques from simple locks to transactional memory systems Visit the companion site and download source code, example Java programs, and materials to support and enhance the learning experience

Probability and Statistics for Engineers and Scientists McGraw-Hill Science, Engineering & Mathematics

This comprehensive book includes over 800 problems including open ended, project type and design problems. Chapter topics include Introduction to Numerical Methods; Solution of Nonlinear Equations; Simultaneous Linear Algebraic Equations; Solution of Matrix Eigenvalue Problem; Curve Fitting and Interpolation; Statistical Methods; Numerical Differentiation; Numerical Integration; Numerical Solution of Ordinary Differential Equations: Initial Value Problems; Numerical Solution of Ordinary Differential Equations: Boundary Value Problems; Numerical

Solution of Partial Differential Equations; Numerical Methods of Optimization ;Finite Element Method. This book is intended as a reference for numerical methods in engineering.

Introduction to the Theory of Computation Cambridge University Press  
The text covers random graphs from the basic to the advanced, including numerous exercises and recommendations for further reading.

MIT Press

Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Algorithmics John Wiley & Sons

Designed for advanced undergraduate and beginning graduate courses, 3D Graphics for Game Programming presents must-know information for success in interactive graphics. Assuming a minimal prerequisite understanding of vectors and matrices, it also provides sufficient mathematical background for game developers to combine their previous experience in graphics API and shader programming with the background theory of computer graphics. Well organized and logically presented, this book takes its organizational format from GPU programming and presents a variety of algorithms for programmable stages along with the knowledge required to configure hard-wired stages. Easily accessible, it offers a wealth of elaborate 3D visual presentations and includes additional theoretical and technical details in separate shaded boxes and optional sections. Maintaining API neutrality throughout to maximize applicability, the book gives sample programs to assist in understanding. Full PowerPoint files and additional material, including video clips and lecture notes with all of the figures in the book, are available on the book's website:

<http://media.korea.ac.kr/book>

Mathematics and Computation Elsevier

Numerical Analysis, Second Edition, is a modern and readable text for the undergraduate audience. This book covers not only the standard topics but also some more advanced numerical methods being used by computational scientists and engineers-topics such as compression, forward and backward error analysis, and iterative methods of solving equations-all while maintaining a level of discussion appropriate for undergraduates. Each chapter contains a Reality Check, which is an extended exploration of relevant application areas that can launch individual or team projects. MATLAB(r) is used throughout to demonstrate and implement numerical methods. The Second Edition features many noteworthy improvements based on feedback from users, such as new coverage of Cholesky factorization, GMRES methods, and nonlinear PDEs.

Introducing the Theory of Computation Prentice Hall

For upper level courses on Automata. Combining classic theory with unique applications, this crisp narrative is supported by abundant examples and clarifies key concepts by introducing important uses of techniques in real systems. Broad-ranging coverage allows instructors to easily customise course material to fit their unique requirements.

*Data Structures Using C++* Oxford University Press on Demand

Introducing the Theory of Computation is the ideal text for any undergraduate, introductory course on formal languages, automata, and computability. The author provides a concise, yet complete, introduction to the important models of finite automata, grammars, and Turing machines, as well as to undecidability and the basics of complexity theory. Numerous problems, varying in level of difficulty, round out each chapter and allow students to test themselves on key topics. Answers to selected exercises are included as an appendix and a complete instructor's solutions manual is available on the text's website.

**Think Python** McGraw-Hill Education

Introduction to the Theory of Computation Thomson/Course Technology

*Understanding Machine Learning* Wiley

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