

SPRINGER BRIEFS IN COMPUTER SCIENCE

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A Primer on Quantum Computing



Springer

Computer Science A Primer

Elliott Irving Organick



Computer Science A Primer:

Computer Science, 1975 **Data Science Fundamentals Pocket Primer** Oswald Campesato, 2021-05-25 As part of the best selling Pocket Primers series this book is designed to introduce the reader to the basic concepts of data science using Python 3 and other computer applications It is intended to be a fast paced introduction to some basic features of data analytics and also covers statistics data visualization linear algebra and regular expressions The book includes numerous code samples using Python NumPy R SQL NoSQL and Pandas Companion files with source code and color figures are available FEATURES Includes a concise introduction to Python 3 and linear algebra Provides a thorough introduction to data visualization and regular expressions Covers NumPy Pandas R and SQL Introduces probability and statistical concepts Features numerous code samples throughout Companion files with source code and figures Programming Tom Bell, 2015-07-03 Have you ever wanted to learn how to program but never found quite the right book to get you started Programming A Primer gets you going straight away with the fundamentals of what programming is basic programming with Python and the fundamental aspects of practical web development In this book you will learn about What programming is and how it can benefit you Variables and operations as the building blocks of a program If statements For loops and Methods in Python Classes Objects and Inheritance in Python Web development using HTML CSS JavaScript PHP and SQL A basic introduction to some of the most important algorithms in programming The programming languages and frameworks that are available to developers The future of technology and opportunities for developers and entrepreneurs Where you can take programming further to learn and create more amazing applications Programming A Primer offers an easy way into coding for anyone with an interest in using technology to solve problems whether a school or new undergraduate computer science student or a working professional It gives everyone regardless of background the ideal foundations and motivation needed to get to grips with programming *Intro to Computer Science* Thompson Carter, 2024-11-23 Embark on your coding journey with Intro to Computer Science A Coding Primer with Python and Java Designed for beginners and curious learners this book offers a comprehensive introduction to computer science concepts and practical coding skills using two of the most popular programming languages Python and Java Dive into core topics such as Fundamentals of programming and problem solving Key computer science concepts like algorithms data structures and object oriented programming Writing efficient code in Python and Java Debugging testing and optimizing your programs Building real world projects to solidify your knowledge With clear explanations step by step exercises and real world applications this book equips you with the tools to think like a programmer Whether you are preparing for your first class upskilling for career advancement or exploring a new passion Intro to Computer Science is the perfect starting point *Image Processing And Analysis: A Primer* Georgy Gimel'farb, Patrice Delmas, 2018-08-24 This textbook guides readers through their first steps into the challenging world of mimicking human vision with computational tools and techniques pertaining to the field of image processing and analysis While today's

theoretical and applied processing and analysis of images meet with challenging and complex problems this primer is confined to a much simpler albeit critical collection of image to image transformations including image normalisation enhancement and filtering It serves as an introduction to beginners a refresher for undergraduate and graduate students as well as engineers and computer scientists confronted with a problem to solve in computer vision The book covers basic image processing computer vision pipeline techniques which are widely used in today s computer vision computer graphics and image processing giving the readers enough knowledge to successfully tackle a wide range of applied problems **1978**

ACM Computer Science Conference, 21 February-23 February, 1978, Detroit, Michigan Association for Computing Machinery,1978 **A Primer on Scientific Programming with Python** Hans Petter Langtangen,2009-08-07

Theaimofthisbookistoteachcomputerprogrammingusingexamples from mathematics and the natural sciences We have chosen to use the Python programming language because it combines remarkable power with very clean simple and compact syntax Python is easy to learn and very well suited for an introduction to computer programming Python is also quite similar to Matlab and a good language for doing mathematical computing It is easy to combine Python with compiled languages like Fortran C and C which are widely used languages forscienti ccomputations AseamlessintegrationofPythonwithJava is o ered by a special version of Python called Jython The examples in this book integrate programming with appli tions to mathematics physics biology and nance The reader is pected to have knowledge of basic one variable calculus as taught in mathematics intensive programs in high schools It is certainly an vantage to take a university calculus course in parallel preferably c taining both classical and numerical aspects of calculus Although not strictly required a background in high school physics makes many of the examples more meaningful *A Knowledge-based Expert Systems Primer and Catalog*

Bruce K. Hillyer,Columbia University. Department of Computer Science,1985 *Computer Skills for the Information Age* Stephen Harmon,Brendan Calandra,2014-08-27 COMPUTER PRIMER DHARMA RAJARAMAN,V.

RAJARAMAN,2012-12-27 An introductory level text for high school students this book elucidates the step by step procedures used to solve problems and demonstrates the simplicity with which one can read and write computer programmes using BASIC language It explains how a computer works using an elementary model of the computer All programmes are worked out on the IBM PC and involve a minimum of mathematics This new edition is thoroughly revised and updated to incorporate recent developments in the field It also contains a large number of worked out examples and exercises with solutions to assist self study It can be used by all interested beginners and laymen as well **National Union Catalog** ,1968 Includes entries for maps and atlases *Fundamentals of Discrete Math for Computer Science* Tom Jenkyns,Ben

Stephenson,2018-05-03 This clearly written textbook presents an accessible introduction to discrete mathematics for computer science students offering the reader an enjoyable and stimulating path to improve their programming competence The text empowers students to think critically to be effective problem solvers to integrate theory and practice and to

recognize the importance of abstraction Its motivational and interactive style provokes a conversation with the reader through a questioning commentary and supplies detailed walkthroughs of several algorithms This updated and enhanced new edition also includes new material on directed graphs and on drawing and coloring graphs in addition to more than 100 new exercises with solutions to selected exercises Topics and features assumes no prior mathematical knowledge and discusses concepts in programming as and when they are needed designed for both classroom use and self study presenting modular and self contained chapters that follow ACM curriculum recommendations describes mathematical processes in an algorithmic manner often supported by a walkthrough demonstrating how the algorithm performs the desired task includes an extensive set of exercises throughout the text together with numerous examples and shaded boxes highlighting key concepts selects examples that demonstrate a practical use for the concept in question Students embarking on the start of their studies of computer science will find this book to be an easy to understand and fun to read primer ideal for use in a mathematics course taken concurrently with their first programming course

The National union catalog, 1968-1972,1973 **The National Union Catalogs, 1963-** ,1964 **The BASIC Primer for the IBM PC and XT** Bernd Enders,1984-05-29 Data Structures and Algorithms in C++ Lee Wittenberg,2016-07 This book takes a minimalist approach to the traditional data structures course It covers only those topics that are absolutely essential the more esoteric structures and algorithms are left for later study Suitable for an introductory data structures course or self study this book is written from the ground up in C not translated from a Java based text and uses features of the C Standard Template Library to illustrate important concepts A unique feature of the text is its use of literate programming techniques originally developed by Donald Knuth to present the sample code in a way that keeps the code from overwhelming the accompanying explanations This book is suitable for an undergraduate data structures course using C or for developers needing review Features Takes a minimalist approach to the material that presents only essential concepts This enables readers to focus on and remember just what they ll need Uses select features of the C 11 standard to simplify the sample code and make it easier to understand Connects the concepts directly to the classes provided the Standard Template Library STL and shows how these classes can be implemented in C Uses literate programming techniques that allow the presentation of the sample code to more clearly show the details of the code as well as how the pieces fit together

Junior College Journal Walter Crosby Eells,1969 Includes Junior college directory formerly Directory of the junior college 1931 1945 A Fortran IV Primer Elliott Irving Organick,1966 *Engineering Education* ,1970 **The Best of Creative Computing** David H. Ahl,Burchenal Green,1978

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