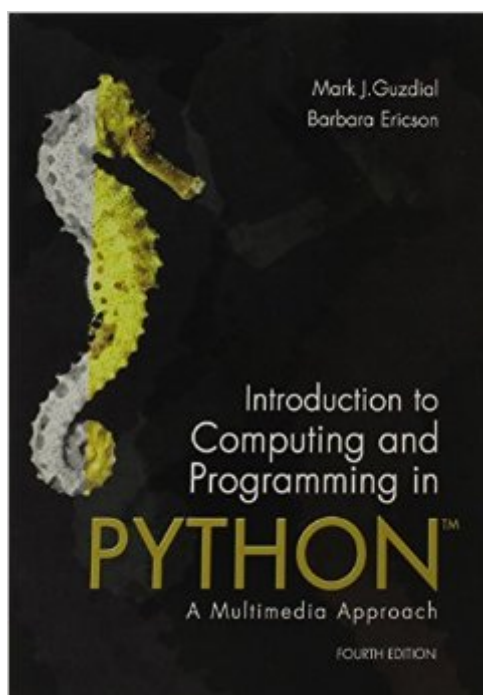


The book was found

Introduction To Computing And Programming In Python (4th Edition)



Synopsis

NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for 0134059840 / 9780134059846 Introduction to Computing and Programming in Python plus MyProgrammingLab with Pearson eText -- Access Card Package, 4/e Package consists of: 0205891454 / 9780205891450 MyProgrammingLab with Pearson eText -- Access Card -- for Introduction to Computing and Programming in Python 0134025547 / 9780134025544 Introduction to Computing and Programming in Python, 4/e MyProgrammingLab should only be purchased when required by an instructor. Social Computing and Programming with Python Introduction to Computing and Programming in Python is a uniquely researched and up-to-date volume that is widely recognized for its successful introduction to the subject of Media Computation. Emphasizing creativity, classroom interaction, and in-class programming examples, Introduction to Computing and Programming in Python takes a bold and unique approach to computation that engages students and applies the subject matter to the relevancy of digital media. The Fourth Edition teaches students to program in an effort to communicate via social computing outlets, providing a unique approach that serves the interests of a broad range of students. Also Available with MyProgrammingLab® This title is also available with MyProgrammingLab an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information.

Book Information

Paperback: 528 pages

Publisher: Pearson; 4 edition (January 19, 2015)

Language: English

ISBN-10: 0134025547

ISBN-13: 978-0134025544

Product Dimensions: 7 x 0.8 x 9.1 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 stars See all reviews (21 customer reviews)

Best Sellers Rank: #157,849 in Books (See Top 100 in Books) #145 in Books > Computers & Technology > Programming > Languages & Tools > Python #331 in Books > Computers & Technology > Programming > Introductory & Beginning #398 in Books > Computers & Technology > Programming > Web Programming

Customer Reviews

This book achieves both of the things you would want a Python as a first language book to do - it engages the beginner with things they might actually want to do, but doesn't fail to introduce the deeper concepts that are needed to come to appreciate the beauty and elegance of Python. Focusing on computing applications in the arts, this book uses a clever approach to enable the beginner to do really interesting stuff, very quickly. There are things in there that would be of interest to any photographer, not just a software beginner. Yes, Photoshop is faster and easier, but it hasn't got this level of control! If you ever wanted to write your own Photoshop plugins, this book might be of interest just as an alternative way to get to design your own effects. The end of the book gets carried away, trying to pack too much in. It tries to explain OOP and Swing, HTML, Javascript and SQL. I think this is too much to get into one book, and if you are working through the text yourself without any mentors you should probably not give yourself too much grief if you don't get all the way through it. Admittedly, it is also pretty darned expensive. Otherwise great stuff! This book fills a gaping hole in the Python literature. If you are an intelligent beginner, it is a great place to get started in getting real control over your computer!

Not knowing Python, I read the book from cover to cover, doing many of the examples as interactive exercises. The book comes with a CD and includes a bunch of files (.jpg, .wav, .html) to experiment with (same files as the examples in the book). So, right off the bat, the reader is engaged in the material. The CD that comes with the book runs on any PC and is easy to install and use. Because it's a multimedia-based book and self-study course, you get to do neat things like:- manipulate images (.jpg files): understand bit representations of colors in a pixel, loop through pixels in an image, change colors in a photo, create a sunset (darken, lighten), convert to grayscale, remove red eye, repair photos, perform mirroring (symmetry in a photo)- manipulate sounds (.wav files): understand the bit representation of sounds; view signals; change the volume; sample sounds at various rates; create echoes; splice sounds together; and learn a bit about compression, MP3, and MIDI- manipulate strings and html pages: scrape Web pages for specific data and create your own Web pages based on the data you've pulled from other pages, perform string searches, work with

files, deal with lookup tables (dictionaries) to act as primitive databases- manipulate videos (series of .jpg images): there are tools on the CD that let you create simple animations (including fade outs and chroma key) and see how a stream of images combines to form a simple 3-second video. Overall, it's a great book, and a fun way to learn programming.

Guzdial teaches Python from the angle that you want to use it to easily manipulate various types of multimedia files. The files might contain images, sounds, video or even just plain text. This gives some of you extra motivation to learn the material. Along the way, you can learn how images are encoded in JPG, and how colours are represented, either in RGB or HSB. There is a fair amount of image analysis and modifications that can be easily done in Python. This does not approach the sophistication of what Photoshop provides. But being able to do a lot yourself, instead of invoking canned Photoshop routines, might appeal to you. Audio manipulation is also covered, though perhaps not as extensively. There are more specialised audio tools available elsewhere, especially for music synthesis. The discussion of movies is very weak. Due to the complexity of what is required. Here I suggest you turn to what Apple and others offer.

I had to purchase this book as a requirement for a university level course I am doing. As a textbook introducing very basic programming it's not too bad. However, if you are just looking for a book on Python programming, or a general introduction to programming for your own personal purposes it's not worth the inflated price-tag that comes along with it being prescribed reading material. It may also be worth noting, that although this says 3rd edition (International edition), this ebook varies from the normal 3rd edition that is required by some university courses. Specifically the questions at the end of each chapter differs between these editions, so you might end up having to get the correct question from someone that has the correct edition if you want to pass your tests. You may want to consider trying to get the exact edition you need, but good luck trying to find the correct one in ebook form on , or directly from the publisher who refuses to sell or rent it to anyone outside of the US or Canada. Considering this issue, I think I'm being charitable giving the book three stars, but this rating is based more on the content than on the foibles of the publisher.

[Download to continue reading...](#)

Python: PYTHON CRASH COURSE - Beginner's Course To Learn The Basics Of Python Programming In 24 Hours!: (Python, Python Programming, Python for Dummies, Python for Beginners, python crash course) Python: Learn Python In A DAY! - The Ultimate Crash Course to Learning the Basics of Python In No Time (Python, Python Course, Python Development, Python

Books, Python for Beginners) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Python: Learn Python FAST - The Ultimate Crash Course to Learning the Basics of the Python Programming Language In No Time (Python, Python Programming, ... (Learn Coding Fast with Hands-On Project 7) PYTHON: Python in 8 Hours, For Beginners, Learn Python Fast! A Smart Way to Learn Python, Plain & Simple, Learn Python Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! Programming Raspberry Pi 3: Getting Started With Python (Programming Raspberry Pi 3, Raspberry Pi 3 User Guide, Python Programming, Raspberry Pi 3 with Python Programming) Python: Learn Web Scraping with Python In A DAY! - The Ultimate Crash Course to Learning the Basics of Web Scraping with Python In No Time (Web Scraping ... Python Books, Python for Beginners) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Introduction to Computing and Programming in Python (4th Edition) Swift and Python Programming Guide: Programming Language For Beginners: Learn in a Day! Box Set Collection (Swift, Python, JAVA, C++, PHP) Hacking: Hacking Made Easy 1: Beginners: Python: Python Programming For Beginners, Computer Science, Computer Programming Python: Learn Python in One Day and Learn It Well. Python for Beginners with Hands-on Project. (Learn Coding Fast with Hands-On Project Book 1) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming,

Prolog Logic, ... Programming, Programming Code, Java) Parallel Programming: Success in a Day:
Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel
Programming, Programming, ... C++ Programming, Multiprocessor, MPI)

[Dmca](#)