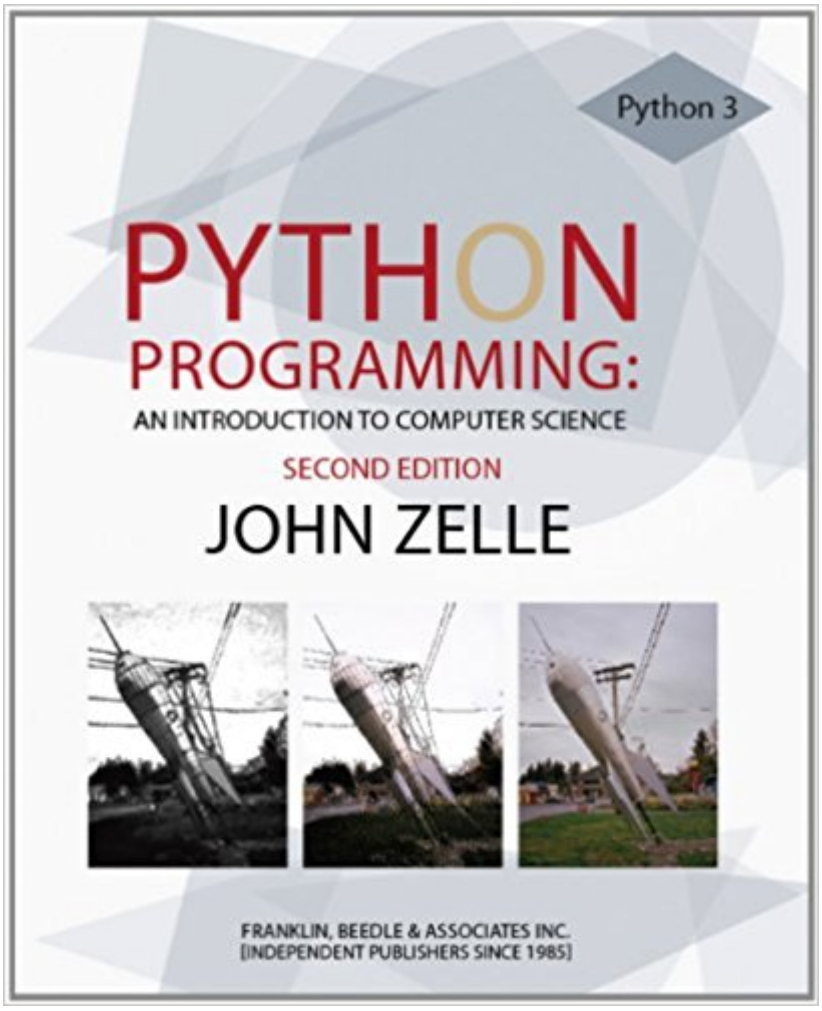
Python Programming: An Introduction To Computer Science



Synopsis

This is the second edition of John Zelle's Python Programming, updated for Python 3. This book is designed to be used as the primary textbook in a college-level first course in computing. It takes a fairly traditional approach, emphasizing problem solving, design, and programming as the core skills of computer science. However, these ideas are illustrated using a non-traditional language, namely Python.Although Python is used as the language, teaching Python is not the main point of this book. Rather, Python is used to illustrate fundamental principles of design and programming that apply in any language or computing environment. In some places, I have purposely avoided certain Python features and idioms that are not generally found in other languages.

Book Information

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Customer Reviews

I'm really only a few chapters in so far, but I felt the need to express my unanswered frustrations and how this book answered them.I've always wanted to learn computer programming since I was a kid, back in the days when computers were the scary things they had in school libraries that adults were scared of getting too close to. I even bought a book on C when I was young enough to only require one digit in my age, and I didn't even own a computer and probably had only used one a few dozen times. I have throughout my life bought, attempted to learn, and failed miserably at learning programming many times. Each time I get terribly stuck and confused. I curse the writers of these books who advertise "programming for the absolute beginner" who I seem so disconnected to. I figured it was me, that maybe I wasn't smart enough, or that for some reason I just could never

learn how to do cool stuff with a computer. In my most recent spate I bought another book on computer programming - also on Python. While I did learn to do some stuff, there was still this weird disconnect.But this book is different and now I finally realize what I had been struggling with: the author *actually explains* what each programming concept does. This sounds silly - of course all programming books do that! But you'd be wrong. Apparently understanding what something like "for i in range(10):" does and what each part is for and called is in the realm of 'computer science.' It sounds stupid, but it took me a while in my first couple of attempts at learning programming in the early days, to realize (because no one actually said it), that a computer program is executed from top to bottom, left to right. A program is more like a player piano.

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