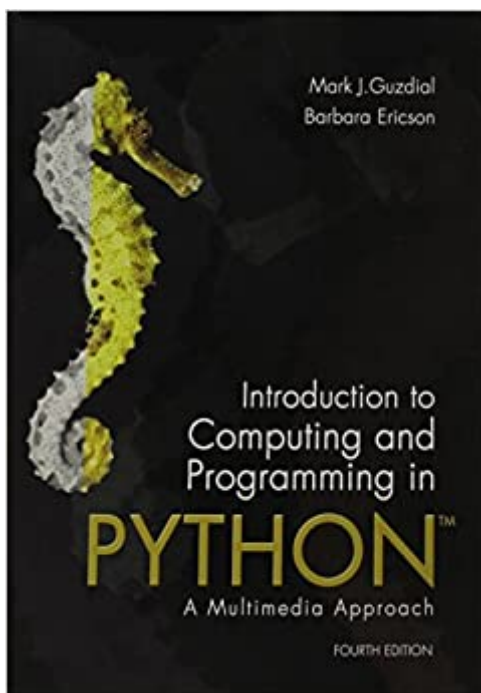The book was found

# 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 wouldlike 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   Ã Â  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 MyProgrammingLabÃ Â®  This title is also available with MyProgrammingLab Ã¢â ¬â • an online homework, tutorial, and assessment program designed to work with this text toengage students and improve results. Within its structured environment, students practice what they learn, test their understanding, andpursue 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. Ã Â Ã Â

# 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 0.9 x 9.1 inches

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

Average Customer Review:    3.6 out of 5 stars     22 customer reviews

Best Sellers Rank: #17,254 in Books (See Top 100 in Books)   #26 inÃ Â Books > Computers & Technology > Programming > Languages & Tools > Python   #38 inÃ Â Books > Computers & Technology > Programming > Introductory & Beginning   #40 inÃ Â Books > Computers & Technology > Programming > Web Programming

## Customer Reviews

Mark Guzdial is a professor in the School of Interactive Computing in the College of Computing at Georgia Institute of Technology. He is one of the founders of the ACMÃ¢â ¬â„¢s International Computing Education Research workshop series. Dr. GuzdialÃ¢â ¬â„¢s research focuses on learning sciences and technology, specifically, computing education research. His first books were on the programming language Squeak and its use in education. He was the original developer of Ã¢â ¬Å"SwikiÃ¢â ¬Â• (Squeak Wiki), the first wikideveloped explicitly for use in schools. Mark has published several books on the use of media as a context for learning computing, which have influenced undergraduate computing curricula around the world. He is on the editorial boards of the Journal of the Learning Sciences and Communications of the ACM. He was a recipient of the 2012 IEEE Computer Society Undergraduate Teaching Award. He is a Senior Member of the ACM. Ã Â Barbara Ericson is a research scientist and the director of Computing Outreach for the College of Computing at Georgia Tech. She has been working on improving introductory computing education since 2004. She has served as the teacher education representative on the Computer Science Teachers Association board, the co-chair of the K-12 Alliance for the National Center for Women in Information Technology, and as a reader for the Advanced Placement Computer Science exams. She enjoys the diversity of the types of problems she has worked on over the years in computing including computer graphics, artificial intelligence, medicine, and object-oriented programming. Mark and Barbara received the 2010 ACM Karl V. Karlstrom Award for Outstanding Computer Educator for their work on Media Computation including this book. They led a project called Ã¢â ¬Å"Georgia Computes!Ã¢â ¬Â• for six years, which had a significant impact in improving computing education in the US state of Georgia [3]. Together, they Mark and Barbara are leaders in the Expanding Computing Education.

I had to purchase this book as a requirement for a university level course I am doing.As a textbook introducing very basic 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.

This book helped me immensely in my Multimedia Programming college course. It is full of examples to follow and really help you get ahead in your coursework. As others have noted this is not Python but Jython specific to use with JES.

Great Book - This is the international edition, however it seems to be identical to the "US" version.

This book takes that you have some basic understanding of computer programs, but is very introductory.

You'll learn by doing.

good book!! I really need it. The quality is very good. totally new!

good book

The book appears to have been used very very little, though it is a very pleasant surprise - not to mention at a great price. Great seller, great item. shipping was ok.

Download to continue reading...

Python: Programming: Your Step By Step Guide To Easily Learn Python in 7 Days (Python for Beginners, Python Programming for Beginners, Learn Python, Python Language) Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced Python: The Complete Python Quickstart Guide (For Beginner's) (Python, Python Programming, Python for Dummies, Python for Beginners) Hacking with Python: Beginner's Guide to Ethical Hacking, Basic Security, Penetration Testing, and Python Hacking

(Python Programming, Hacking, Python Coding, Python and Hacking Book 3) PYTHON: PYTHON'S COMPANION, A STEP BY STEP GUIDE FOR BEGINNERS TO START CODING TODAY! (INCLUDES A 6 PAGE PRINTABLE CHEAT SHEET)(PYTHON FOR BEGINNERS, PYTHON FOR DUMMIES, PYTHON PROGRAMMING) PYTHON: LEARN PYTHON in A Day and MASTER IT WELL. The Only Essential Book You Need To Start Programming in Python Now. Hands On Challenges INCLUDED! (Programming for Beginners, Python) Python Programming: An In-Depth Guide Into The Essentials Of Python Programming (Included: 30+ Exercises To Master Python in No Time!) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4) Python: Learn Python in a Day and Master It Well: The Only Essential Book You Need to Start Programming in Python Now Introduction to Computing and Programming in Python (4th Edition) Python: The Fundamentals Of Python Programming: A Complete Beginners Guide To Python Mastery. Data Analytics and Python Programming: 2 Bundle Manuscript: Beginners Guide to Learn Data Analytics, Predictive Analytics and Data Science with Python Programming Python Programming Advanced: A Complete Guide on Python Programming for Advanced Users Python Programming Guide + SQL Guide - Learn to be an EXPERT in a DAY!: Box Set Guide (Python Programming, SQL) Python Programming for Beginners: A Comprehensive Guide to Learning the Basics of Python Programming Programming for Computations - Python: A Gentle Introduction to Numerical Simulations with Python (Texts in Computational Science and Engineering) Maya Python for Games and Film: A Complete Reference for Maya Python and the Maya Python API C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1)