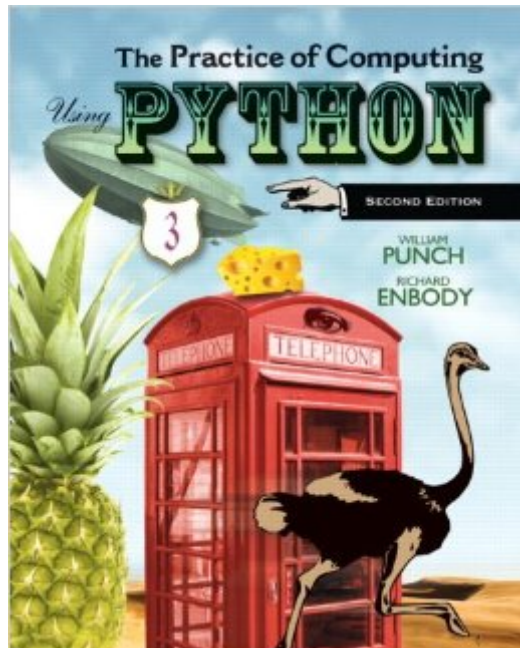# The Practice Of Computing Using Python (2nd Edition)

Synopsis

NOTE:Â You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you wouldÂ like to purchase both the physical text and MyProgrammingLabsearch for ISBN-10: 0132992833/ISBN-13: 9780132992831 . That packageÂ includes ISBN-10: 013280557X/ISBN-13: 9780132805575 and ISBN-10: 0132831325/ISBN-13: 9780132831321.   MyProgrammingLab should only be purchased when required by an instructor.   A problem-solving approach to programming with Python. Â   The Practice of Computing Using Python introduces CS1 students (majors and non-majors) to computational thinking using Python.Â With data-manipulation as a theme, readers quickly see the value in what theyâ ™re learning and leave the course with a set of immediately useful computational skills that can be applied to problems they encounter in future pursuits.Â The book takes an â œobject-use-firstâ • approachâ ”writing classes is covered only after students have mastered using objects. Â Â   This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

Book Information

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Customer Reviews

There is no single way to measure the popularity of a language. Some analysts use job websites and some report use trends in Google searches. One such report proclaimed: "Over a five-year

period, Python is the language whose popularity is growing the fastest". Trends show that Python has been steadily rising in popularity due to its elegant nature and ease of adoption.This book is about Python 3, which surprisingly left its compatibility mode with its predecessor, Python 2. This means that programs written in Python 2 will not work in this version (or later versions). This was indeed a bold move. Readers should note that this book only covers Python 3; going forward, it should be used for new projects.The book is structured for a beginner in computer science (CS). It is definitely aimed at university or high school students taking their first stab at programming. I would encourage readers to start off with the appendix, which gives a good foundation for the book.The first two parts form an introduction. Part 3 delves into data structures. Part 4 is exclusively on object-oriented programming. Part 5 helps the reader become a better programmer. I am glad the authors included a chapter on testing, with examples of how to use assert in programs. The book also includes examples of unit testing, which should go a long way toward producing quality programs. This is an essential aspect of software development. Finally, the chapters on recursion are good and include useful examples.The biggest strength of this book is the number of exercises and projects. It is rich in exercises, and the projects typically require multiple weeks of study. Examples include game development, word puzzles, encryption, and DNA sequencing.

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