

Introduction to Computing and Programming in Python:

A Multimedia Approach

Chapter 1: Introduction to Computer Science and Media Computation

Introduction Computing Programming Multimedia Approach

TD Snyder



Introduction Computing Programming Multimedia Approach:

Introduction to Computing and Programming in Python, A Multimedia Approach, Second Edition Barbara Ericson,2012

Introduction to Computing & Programming in Python Mark Guzdial,Barbara Ericson,2010 For courses in Introduction to Computing or Introduction to Programming There is a growing interest in computing for non CS majors or for students who have not yet determined their majors sometimes called the CS0 market Computer science professors are also confronted with increased attrition and failure rates Guzdial introduces programming as a way of creating and manipulating media a context familiar and intriguing to today s students Students begin actual programming early on sometimes over 100 lines of code in the second assignment Guzdial s approach has met with substantial success in class testing *Introduction to Computing and Programming in Python* Mark Guzdial,2005 Guzdial introduces programming as a way of creating and manipulating mediaa context familiar and intriguing to today s readers Starts readers with actual programming early on Puts programming in a relevant context Computing for Communications Includes implementing Photoshop like effects reversing splicing sounds creating animations Acknowledges that readers in this audience care about the Web introduces HTML and covers writing programs that generate HTML Uses the Web as a Data Source shows readers how to read from files but also how to write programs to directly read Web pages and distill information from there for use in other calculations other Web pages etc examples include temperature from a weather page stock prices from a financials page A comprehensive guide for anyone interested in learning the basics of programming with one of the best web languages Python *Introduction to Computing & Programming in Java* Mark Guzdial,Barbara Ericson,2007 Mark Guzdial and Barb Ericson have a most effective method for teaching computing and Java programming in a context that readers find interesting manipulating digital media Readers get started right away by learning how to write programs that create interesting effects with sounds pictures web pages and video The authors use these multimedia applications to teach critical programming skills and principles like how to design and use algorithms and practical software engineering methods all in the context of learning how to program in Java Mark and Barb also demonstrate how to communicate compatibly through networks and do concurrent programming The book also includes optional coverage of rudimentary data structures and databases using Java and comes with a CD ROM containing all the code files referenced in the text and required for media manipulation Allows readers to use their own media such as personal sound or picture files Demonstrates how to manipulate media in useful ways from reducing red eye and splicing sounds to generating digital video special effects The book also includes optional coverage of rudimentary data structures and databases using Java and comes with a CD ROM containing all the code files referenced in the text and required for media manipulation For beginners interested in learning more about basic multimedia computing and programming **Teaching Computing** Henry M. Walker,2018-04-24 Teaching can be intimidating for beginning faculty Some graduate schools and some computing faculty provide guidance and mentoring but many do not Often a new faculty

member is assigned to teach a course with little guidance input or feedback Teaching Computing A Practitioner s Perspective addresses such challenges by providing a solid resource for both new and experienced computing faculty The book serves as a practical easy to use resource covering a wide range of topics in a collection of focused down to earth chapters Based on the authors extensive teaching experience and his teaching oriented columns that span 20 years and informed by computing education research the book provides numerous elements that are designed to connect with teaching practitioners including A wide range of teaching topics and basic elements of teaching including tips and techniques Practical tone the book serves as a down to earth practitioners guide Short focused chapters Coherent and convenient organization Mix of general educational perspectives and computing specific elements Connections between teaching in general and teaching computing Both historical and contemporary perspectives This book presents practical approaches tips and techniques that provide a strong starting place for new computing faculty and perspectives for reflection by seasoned faculty wishing to freshen their own teaching

Proceedings of the Regional Conference on Science, Technology and Social Sciences (RCSTSS 2016) Mohd Yusri Mohamad Noor,Badli Esham Ahmad,Mohd Rozaidi Ismail,Hasnizawati Hashim,Mohd Amlil Abdullah Baharum,2018-07-20 This book features papers addressing a broad range of topics including psychology religious studies natural heritage accounting business communication education and sustainable development It serves as a platform for disseminating research findings by academicians of local regional and global prominence and acts as a catalyst to inspire positive innovations in the development of the region It is also a significant point of reference for academicians and students This collection of selected social sciences papers is based on the theme Soaring Towards Research Excellence presented at the Regional Conference of Sciences Technology and Social Sciences RCSTSS 2016 organised bi annually by Universiti Teknologi MARA Cawangan Pahang Malaysia

Introduction to Computing and Programming in Python Plus My Programming Lab -- Access Card Package Mark J. Guzdial,Barbara Ericson,2013-10-28 Introduction to Computing and Programming in Python 3e uses multimedia applications to motivate introductory computer science majors or non majors The book s hands on approach shows how programs can be used to build multimedia computer science applications that include sound graphics music pictures and movies The students learn a key set of computer science tools and topics as well as programming skills such as how to design and use algorithms and practical software engineering methods The book also includes optional coverage of HCI as well as rudimentary data structures and databases using the user friendly Python language for implementation Authors Guzdial and Ericson also demonstrate how to communicate compatibly through networks and do concurrent programming 0133591522 9780133591521 Introduction to Computing and Programming in Python MyProgrammingLab with eText Package Package consists of 0132923513 9780132923514 Introduction to Computing and Programming in Python 0133590747 9780133590746 MyProgrammingLab with eText Access Code Card for Introduction to Computing and Programming in Python

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