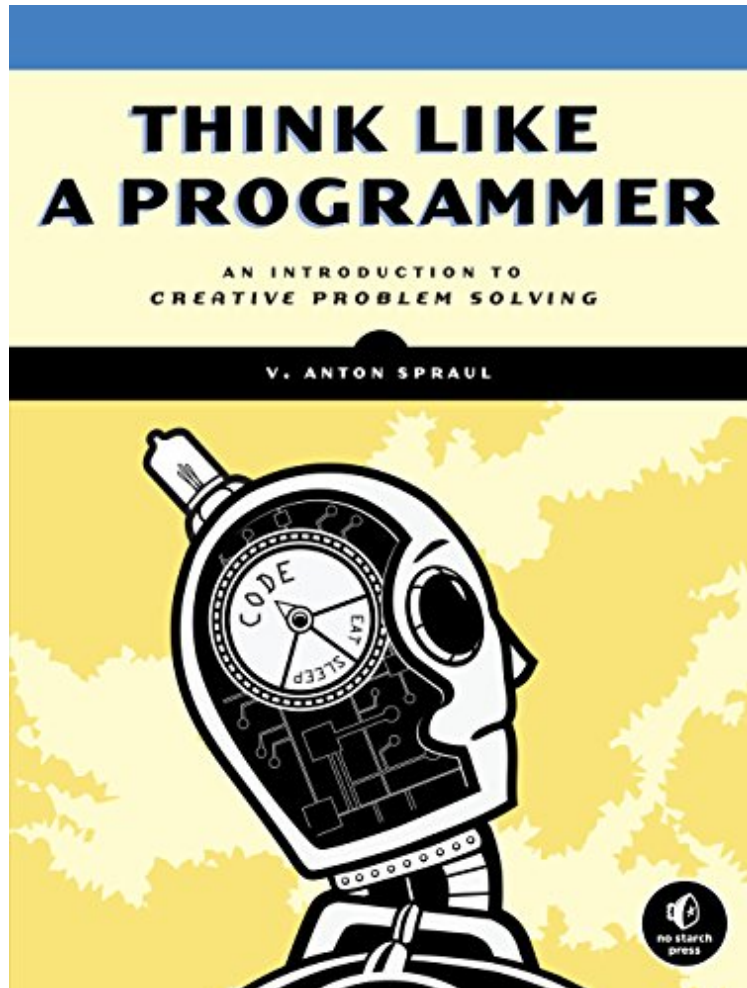


Think Like a Programmer: An Introduction to Creative Problem Solving

Von V. Anton Spraul

DOC | *audiobook | ebooks | Download PDF | ePub



DOWNLOAD



READ ONLINE

Produktinformation -Verkaufsrank: #397221 in eBooksVerffentlicht am: 2012-08-12Erscheinungsdatum: 2012-08-12File Name: B008RQMDU4 | File size: 21.Mb

Von V. Anton Spraul : Think Like a Programmer: An Introduction to Creative Problem Solving before purchasing it in order to gage whether or not it would be worth my time, and all praised Think Like a Programmer: An Introduction to Creative Problem Solving:

KundenrezensionenHilfreichste Kundenrezensionen9 von 10 Kunden fanden die folgende Rezension hilfreich. Fr Einsteiger und StudienanfngerVon MarcusIch fand die Idee des Buches interessant, das Problemlungsdenken zu trainieren. Wirklich hilfreich ist das Buch aber wohl eher fr Einsteiger in die Programmierung, die sich (noch) schwertun, algorithmisch zu denken. Erfahrene Programmierer werden aber wohl eher enttuscht sein.Wer problemlos Programme "from scratch" schreiben kann, braucht dieses Buch nicht. Fr alle anderen kann es aber eine lohnende

Lektüre sein.

Kurzbeschreibung The real challenge of programming isn't learning a language's syntax it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to: Split problems into discrete components to make them easier to solve Make the most of code reuse with functions, classes, and libraries Pick the perfect data structure for a particular job Master more advanced programming tools like recursion and dynamic memory Organize your thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art and the first step in creating your masterpiece is learning to Think Like a Programmer.

Kurzbeschreibung The real challenge of programming isn't learning a language's syntax it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to: Split problems into discrete components to make them easier to solve Make the most of code reuse with functions, classes, and libraries Pick the perfect data structure for a particular job Master more advanced programming tools like recursion and dynamic memory Organize your thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art and the first step in creating your masterpiece is learning to Think Like a Programmer.

ber den Autor und weitere Mitwirkende V. Anton Spraul has taught introductory programming and computer science for more than 15 years. This book is a distillation of the techniques he has used and honed over many one-on-one sessions with struggling programmers. He is also author of Computer Science Made Simple.