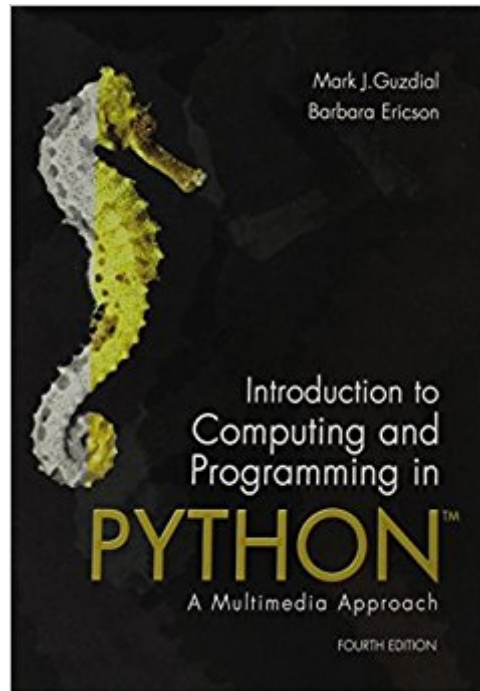




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Introduction To Computing And Programming In Python (4th Edition)



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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 ACM's International Computing Education Research workshop series. Dr. Guzdial'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 SqueakWiki (Squeak Wiki), the first wiki developed 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. 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 "Georgia Computes!" 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.

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