

Introduction to Computing and Programming in Python:

A Multimedia Approach

Chapter 1: Introduction to Computer Science and Media Computation

Introduction Computing Programming Multimedia Approach

Judy G. Ozbolt



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

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