

## Prelude To Programming Concepts And Design 5th Edition

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Prelude to Programming is appropriate for Pre-Programming and Introductory Programming courses in community colleges, 4-year colleges, and universities. No prior computer or programming experience is necessary although readers are expected to be familiar with college entry-level mathematics. Prelude to Programming provides beginning students with a language-independent framework for learning core programming concepts and effective design techniques. This approach gives students the foundation they need to understand the logic behind program design and to establish effective programming skills. The Sixth Edition offers students a lively and accessible presentation as they learn core programming concepts—including data types, control structures, data files and arrays, and program design techniques such as top-down modular design and proper program documentation and style. Problem-solving skills are developed when students learn how to use basic programming tools and algorithms, which include data validation, defensive programming, calculating sums and averages, and searching and sorting lists. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. It provides: A Language-Independent, Flexible Presentation: The text has been designed so that instructors can use it for students at various levels. Features that Help Solidify Concepts: Examples, exercises, and programming challenges help students understand how concepts in the text apply to real-life programs. Real Programming Experience with RAPTOR: Students gain first-hand programming experience through the optional use of RAPTOR, a free flowchart-based programming environment. Support Learning: Resources are available to expand on the topics presented in the text.

Beginning programmers struggle constantly to balance logic and syntax. Written in a non-language specific format,Prelude to Programming, 4/e, addresses this problem, giving beginners a language-independent framework for learning core programming concepts and effective design techniques.Gives readers the foundation they need to understand the logic behind program design and to establish effective programming skills. Focuses on many different languages, but includes "real" problems that mirror the pseudocode problems throughout, in four programming languages (Java, C++, VisualBasic, and Python). Is packaged with the RAPTOR flow-charting software - complimentary software that enables users to write programs without worrying about syntax - providing a hands-on component without the need to learn a whole programming language. Includes new "What and Why" sections that discuss what would happen if the program were run, or something were changed. Provides new "Making It Work" boxed features throughout, discussing how to implement concepts in an actual high-level language. Updates "Focus on Problem Solving" sections A useful basic reference for programmers.

This book, in a language-free context, helps readers learn general programming topics. Topics covered include data types, control structures, files, arrays, subprograms, structured programming principles and how to use basic tools and algorithms. No prior experience with computers or programming is necessary, nor is any special knowledge of mathematics, finance, or any other discipline.

"Prelude to Programming" provides beginning students with a language-independent framework for learning core programming concepts and effective design techniques. This approach gives students the foundation they need to understand the logic behind program design and to establish effective programming skills. The Fifth Edition offers students a lively and accessible presentation as they learn core programming concepts including data types, control structures, data files and arrays, and program design techniques such as top-down modular design and proper program documentation and style. Problem-solving skills are developed when students learn how to use basic programming tools and algorithms, which include data validation, defensive programming, calculating sums and averages, and searching and sorting lists. A copy of the RAPTOR flow-charting software is included with the Fifth Edition."

Appropriate for Pre-Programming and Introductory Programming courses in community colleges, 4-year colleges, and universities Prelude to Programming provides beginning students with a language-independent framework for learning core programming concepts and effective design techniques. This approach gives students the foundation they need to understand the logic behind program design and to establish effective programming skills. The Sixth Edition offers students a lively and accessible presentation as they learn core programming concepts—including data types, control structures, data files and arrays, and program design techniques such as top-down modular design and proper program documentation and style. Problem-solving skills are developed when students learn how to use basic programming tools and algorithms, which include data validation, defensive programming, calculating sums and averages, and searching and sorting lists. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. It provides: A Language-Independent, Flexible Presentation: The text has been designed so that instructors can use it for students at various levels. Features that Help Solidify Concepts: Examples, exercises, and programming challenges help students understand how concepts in the text apply to real-life programs. Real Programming Experience with RAPTOR: Students gain first-hand programming experience through the optional use of RAPTOR, a free flowchart-based programming environment. Support Learning: Resources are available to expand on the topics presented in the text.

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This introductory text aids students in learning general programming topics (control structures, arrays, subprograms, and files); structured programming principles such as top-down modular design and proper program documentation and style; how to use certain basic tools and algorithms, such as data validation and defensive programming, and other programming paradigms such as object-oriented and event-driven programming. No prior experience with computers or programming is necessary, nor is any special knowledge of mathematics, finance, or any other discipline.

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