

Concepts, Techniques, and Models of Computer Programming

PETER VAN ROY and SEIF HARIDI

This innovative text presents programming as a unified discipline in a way that is both practical and scientifically sound. The book focuses on techniques of lasting value and explains them precisely in terms of a simple abstract machines.

After an introduction to programming concepts, the book presents both well-known and lesser-known computation models ("programming paradigm"). Each model has its own set of techniques and each is included on the basis of its usefulness in practice. The general models include declarative programming, declarative concurrency, explicit state, object-oriented programming, shared-state concurrency, and relational programming. Specialized models include graphical user interface programming, distributed programming, and constraint programming. Each model is based on its kernel language—a simple core language that consists of a small number of programmer-significant elements. The kernel languages are introduced progressively, adding concepts one by one, thus showing the deep relationships between different models. The kernel languages are defined precisely in terms of a simple abstract machine. The book has many program fragments and exercises, all of which can be run on the Mozart Programming system, an Open Source Software package that features an interactive incremental development environment.

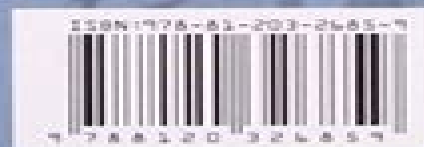
The book intends to be used in undergraduate courses on programming concepts and techniques, applied programming models, concurrent and distributed programming, computational models and on constraint programming.

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Techniques In Computer Programming

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Techniques In Computer Programming:

Computer Programming for Absolute Beginners Joakim Wassberg, 2020-07-31 Get to grips with the building blocks of programming languages and get started on your programming journey without a computer science degree

Key Features

- Understand the fundamentals of a computer program and apply the concepts you learn to different programming languages
- Gain the confidence to write your first computer program
- Explore tips techniques and best practices to start coding like a professional programmer

Book Description

Learning how to code has many advantages and gaining the right programming skills can have a massive impact on what you can do with your current skill set and the way you advance in your career This book will be your guide to learning computer programming easily helping you overcome the difficulties in understanding the major constructs in any mainstream programming language

Computer Programming for Absolute Beginners starts by taking you through the building blocks of any programming language with thorough explanations and relevant examples in pseudocode You ll understand the relationship between computer programs and programming languages and how code is executed on the computer The book then focuses on the different types of applications that you can create with your programming knowledge You ll delve into programming constructs learning all about statements operators variables and data types As you advance you ll see how to control the flow of your programs using control structures and reuse your code using functions Finally you ll explore best practices that will help you write code like a pro By the end of this book you ll be prepared to learn any programming language and take control of your career by adding coding to your skill set

What you will learn

- Get to grips with basic programming language concepts such as variables loops selection and functions
- Understand what a program is and how the computer executes it
- Explore different programming languages and learn about the relationship between source code and executable code
- Solve problems using various paradigms such as procedural programming object oriented programming and functional programming
- Write high quality code using several coding conventions and best practices
- Become well versed with how to track and fix bugs in your programs

Who this book is for

This book is for beginners who have never programmed before and are looking to enter the world of programming This includes anyone who is about to start studying programming and wants a head start or simply wants to learn how to program on their own

Techniques in Computer Programming Philip M. Sherman, 1970 *Concepts, Techniques, and Models of Computer Programming* Peter Van Roy, Seif Haridi, 2004-02-20 Teaching the science and the technology of programming as a unified discipline that shows the deep relationships between programming paradigms This innovative text presents computer programming as a unified discipline in a way that is both practical and scientifically sound The book focuses on techniques of lasting value and explains them precisely in terms of a simple abstract machine The book presents all major programming paradigms in a uniform framework that shows their deep relationships and how and where to use them together After an introduction to programming concepts the book presents both well known and lesser known computation

models programming paradigms Each model has its own set of techniques and each is included on the basis of its usefulness in practice The general models include declarative programming declarative concurrency message passing concurrency explicit state object oriented programming shared state concurrency and relational programming Specialized models include graphical user interface programming distributed programming and constraint programming Each model is based on its kernel language a simple core language that consists of a small number of programmer significant elements The kernel languages are introduced progressively adding concepts one by one thus showing the deep relationships between different models The kernel languages are defined precisely in terms of a simple abstract machine Because a wide variety of languages and programming paradigms can be modeled by a small set of closely related kernel languages this approach allows programmer and student to grasp the underlying unity of programming The book has many program fragments and exercises all of which can be run on the Mozart Programming System an Open Source software package that features an interactive incremental development environment **Computer Programming Techniques** Robert J. Wimmert,1975

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