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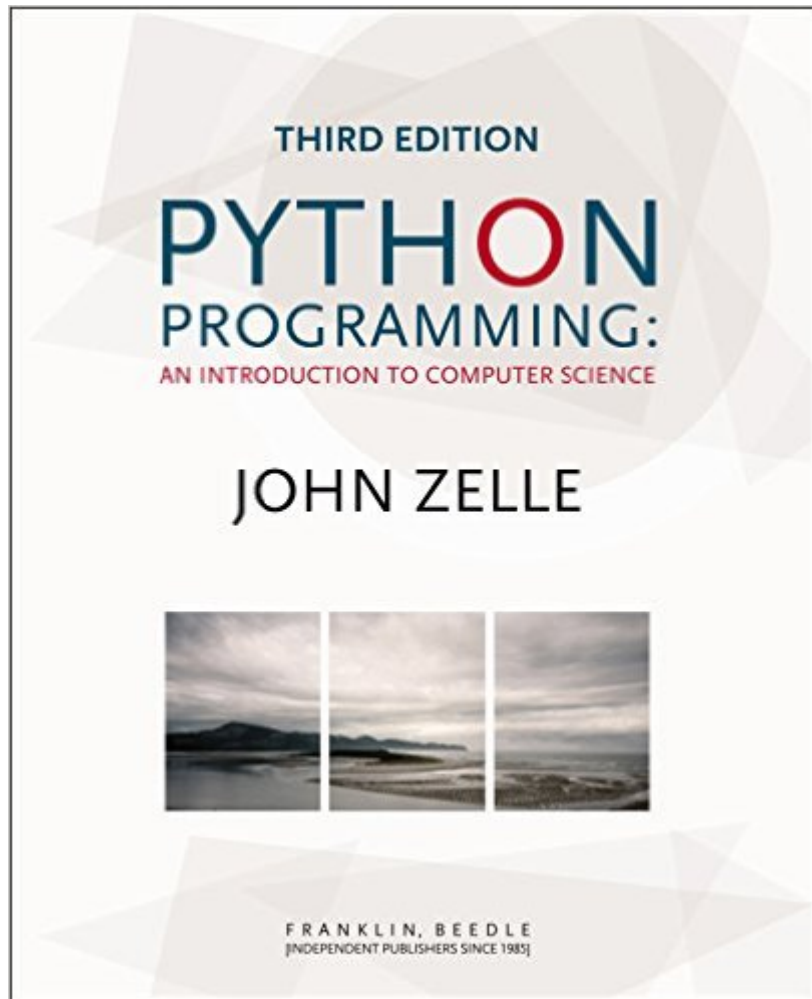
Python Programming: An Introduction To Computer Science, 3rd Ed.

THIRD EDITION

PYTHON PROGRAMMING:
AN INTRODUCTION TO COMPUTER SCIENCE

JOHN ZELLE

FRANKLIN, BEEDLE
[INDEPENDENT PUBLISHERS SINCE 1985]

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Synopsis

This third edition of John Zelle's Python Programming continues the tradition of updating the text to reflect new technologies while maintaining a time-tested approach to teaching introductory computer science. An important change to this edition is the removal of most uses of eval and the addition of a discussion of its dangers. In our increasingly connected world, it's never too early to begin considering computer security issues. This edition also uses several new graphics examples, developed throughout chapters 4-12.

Book Information

Paperback: 552 pages

Publisher: Franklin, Beedle & Associates; 3rd edition (August 8, 2016)

Language: English

ISBN-10: 1590282752

ISBN-13: 978-1590282755

Product Dimensions: 9.2 x 7.5 x 1.2 inches

Shipping Weight: 2.1 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars See all reviews (62 customer reviews)

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Customer Reviews

I just wrapped up teaching a semester CS1 course using Zelle's book. I hope I never have to use another book besides this, because this text is simply fantastic.This was the third version of CS1 I've taught, and the first using Python instead of C. The use of Python definitely contributed to the smashing success of this class (as did an exceptionally strong group of students), but much of the credit must go to this book.Honestly, Zelle just nailed it. The examples are illustrative and convincing: his is one of the few books that manages to avoid the trap of silly and unreal examples that therefore provide no context for a student. His writing is crystal clear and very well organized, replete with very helpful diagrams and illustrative examples (did I mention the examples?), and he has obviously paid a lot of attention to the aspects of programming that students find most difficult.And the exercises: wow. This is the first time I haven't felt the need to write my own (although I did anyway, because it's fun). They are fair but challenging (sometimes very), and for

those of us on the teaching end, you'll be happy to know that the instructor's resources come with _complete_ sets of working solutions to all of the exercises.Three chapters stand out in particular. First is the chapter on graphics (Ch. 5). Students love graphics, and Zelle has included a very nice wrapper on top of the TKinter library, which makes for a GUI package that students can actually use. Second, there's the final chapter that actually introduces recursion and some of the interesting algorithms from the science (searching/sorting, permutations, etc.).

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