

for integrating Python based programs with Microsoft Excel.

Python Programming and Numerical Methods: A Guide for Engineers and Scientists introduces programming tools and numerical methods to engineering and science students, with the goal of helping the students to develop good computational problem-solving techniques through the use of numerical methods and the Python programming language. Part One introduces fundamental programming concepts, using simple examples to put new concepts quickly into practice. Part Two covers the fundamentals of algorithms and numerical analysis at a level that allows students to quickly apply results in practical settings. Includes tips, warnings and "try this" features within each chapter to help the reader develop good programming practice Summaries at the end of each chapter allow for quick access to important information Includes code in Jupyter notebook format that can be directly run online

Applied Scientific Computing

Introduction to Scientific Programming with Python

First Semester in Numerical Analysis with Julia

A Practical Techniques Approach for Industry

Python Programming and Numerical Methods

An Interdisciplinary Approach

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

The book provides an introduction to common programming tools and methods in numerical mathematics and scientific computing. Unlike widely used standard approaches, it does not focus on any particular language but aims to explain the key underlying concepts. In general, new concepts are first introduced in the particularly user-friendly Python language and then transferred and expanded in various scientific programming environments from C / C ++, Julia and MATLAB to Maple. This includes different approaches to distributed computing. The fact that different languages are studied and compared also makes the book useful for mathematicians and practitioners trying to decide which programming language to use for which purposes.

This book is written as a reference text for teaching and learning Python as a computer programming course. It has 117 illustrative and instructive examples that include the solutions along with the codes. The book consists of three major parts. The fundamentals of the programming language are explained in the first part. Object-oriented programming and working with databases are discussed in the second part. The third part, which provides the essential topics for engineers and scientists, covers the following topics: -

Matrix Algebra - Plotting Graphics - Symbolic Calculations - Introduction to Statistics - Numerical Methods - Digital Image Processing - Graphical User Interfaces.

This book – specifically developed as a novel textbook on elementary classical mechanics – shows how analytical and numerical methods can be seamlessly integrated to solve physics problems. This approach allows students to solve more advanced and applied problems at an earlier stage and equips them to deal with real-world examples well beyond the typical special cases treated in standard textbooks. Another advantage of this approach is that students are brought closer to the way physics is actually discovered and applied, as they are introduced right from the start to a more exploratory way of understanding phenomena and of developing their physical concepts. While not a requirement, it is advantageous for the reader to have some prior knowledge of scientific programming with a scripting-type language. This edition of the book uses Python, and a chapter devoted to the basics of scientific programming with Python is included. A parallel edition using Matlab instead of Python is also available. Last but not least, each chapter is accompanied by an extensive set of course-tested exercises and solutions.

Elementary Mechanics Using Matlab

Scientific Computing with Python 3 - Second Edition

Financial Modelling in Python

Scientific Computing with Python - Second Edition

Python for Data Analysis

Numerical Methods in Physics with Python

Makes Numerical Programming More Accessible to a Wider Audience Bearing in mind the evolution of modern programming, most specifically emergent programming languages that reflect modern practice, Numerical Programming: A Practical Guide for Scientists and Engineers Using Python and C/C++ utilizes the author's many years of practical research and teaching experience to offer a systematic approach to relevant programming concepts. Adopting a practical, broad appeal, this user-friendly book offers guidance to anyone interested in using numerical programming to solve science and engineering problems. Emphasizing methods generally used in physics and engineering—from elementary methods to complex algorithms—it gradually incorporates algorithmic elements with increasing complexity. Develop a Combination of Theoretical Knowledge, Efficient Analysis Skills, and Code Design Know-How The book encourages algorithmic thinking, which is essential to numerical analysis. Establishing the fundamental numerical methods, application numerical behavior and graphical output needed to foster algorithmic reasoning, coding dexterity, and a scientific programming style, it enables readers to successfully navigate relevant algorithms, understand coding design, and develop efficient programming skills. The book incorporates real code, and includes examples and problem sets to assist in hands-on learning. Begins with an overview on approximate numbers and programming in Python and C/C++, followed by discussion of basic sorting and indexing methods, as well as portable graphic functionality Contains methods for function evaluation, solving algebraic and transcendental equations, systems of linear algebraic equations, ordinary differential equations, and eigenvalue problems Addresses approximation of tabulated functions, regression, integration of one- and multi-dimensional functions by classical and Gaussian quadratures, Monte Carlo integration techniques, generation of random variables, discretization methods for ordinary and partial differential equations, and stability analysis This text introduces platform-independent numerical programming using Python and C/C++, and appeals to advanced undergraduate and graduate students in natural sciences and engineering, researchers involved in

scientific computing, and engineers carrying out applicative calculations.

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A Guide for Engineers and Scientists