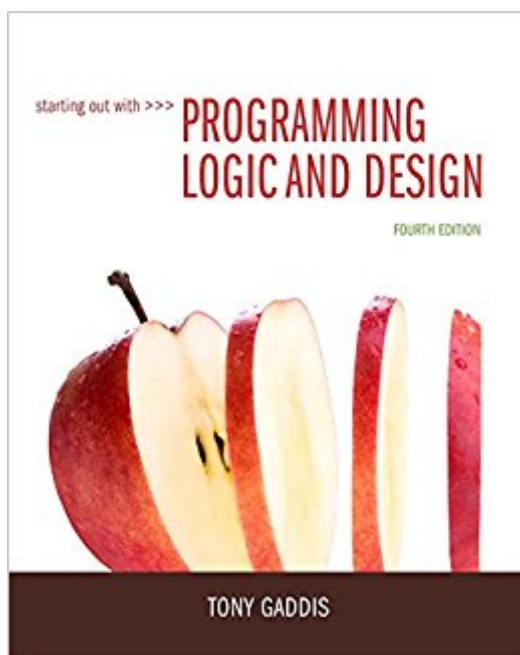


The book was found

Starting Out With Programming Logic And Design (4th Edition)



Synopsis

For introductory courses in Computer Programming. **The Fundamentals of Programming**

When it comes to programming, understanding the founding concepts can greatly improve student engagement and future success. In its Fourth Edition, **Starting Out with Programming Logic and Design** is a language-independent introductory programming book, ideal for a precursor programming course or the first unit of an introductory programming course. The text covers fundamental topics such as data types, variables, input, output, control structures, modules, functions, arrays, files, object-oriented concepts, GUI development, and event-driven programming.

Designed for beginners, the text is clear and approachable, making the complex concepts accessible to every student. In this edition, Gaddis uses updated, contemporary examples to familiarize students with models and logical thought processes used in programming without further complicating them with language syntax. By using easy-to-understand pseudocode, flowcharts, and other tools, Gaddis illustrates how to design the logic of programs. Then, confident in their high-level understanding of computer programming, students are able to handle programming languages and syntax with greater ease and aptitude.

Book Information

Series: Starting Out With

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Customer Reviews

Tony Gaddis is the principal author of the Starting Out With . . . series of textbooks. Tony has twenty years of experience teaching computer science courses, primarily at Haywood Community College. He is a highly acclaimed instructor who was previously selected as the North Carolina Community

College "Teacher of the Year" and has received the Teaching Excellence award from the National Institute for Staff and Organizational Development. The Starting Out With . . . series includes introductory books covering Programming Logic and Design, C++, Java, Microsoft® Visual Basic, C#, Python, and Alice, all published by Pearson.

The books uses psudeocode for examples i.e. fake code. I understand that the focus of the book is on the general concepts of programming but it seems to me that these concepts could just as easily be learned with examples from an actual programming language(s). It would be more practical that way.

Good book, just a bit complex at times. Good service by the seller.

The textbook is written very well. Pros: Tons of examples. Clearly written. Cons: Kiwi on the cover makes no sense. A Pearson product, so the online portion expires. 2nd edition is basically the same thing and costs way less.

Product arrived on time & is good

Bought for school

Great book for learning pseudocode and what comes with it. My teacher pulled material directly from the text. Easy to follow, easy to read, and gave me an interest in furthering my education in programming.

Great book for learning pseudo code. This is the foundation of all programming. I did not find the companion CD useful so if you have a choice to get it with the CD or without (and you are not required to have it for the class) I would recommend without.

This is one of the better text books I've used. The only reason I didn't get it 5 stars is that it needs a little re-organization. There is some confusion with Modules and Functions that doesn't become clear until later on in the book. Having said that, the book is mostly clear, has great examples and the review questions and problems are directly related to the book unlike some textbooks where the questions are "trick" or not really covered in the book and you have no way to check them.

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