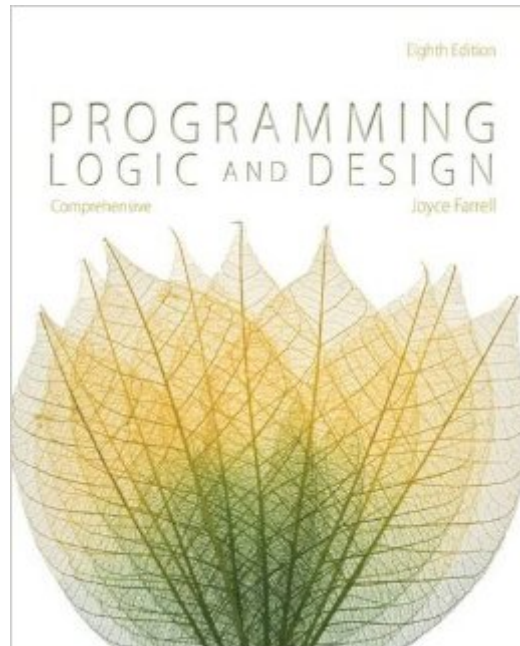


The book was found

Programming Logic And Design, Comprehensive



Synopsis

Prepare beginning programmers with the most important principles for developing structured program logic with Farrell's highly effective PROGRAMMING LOGIC AND DESIGN, COMPREHENSIVE, 8E. This popular text takes a unique, language-independent approach to programming with a distinctive emphasis on modern conventions. The book's clear, concise writing style eliminates highly technical jargon while introducing universal programming concepts and encouraging a strong programming style and logical thinking. Clear revised explanations utilize flowcharts, pseudocode, and diagrams to ensure even readers with no prior programming experience fully understand modern programming and design concepts. Farrell's proven learning features help students gain a better understanding of the scope of programming today while common business examples help illustrate key points. Readers can use this proven book alone or paired with a language-specific companion text that emphasizes C++, Java or Visual Basic.

Book Information

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Average Customer Review: 4.3 out of 5 stars Â Â See all reviewsÂ (17 customer reviews)

Best Sellers Rank: #151,137 in Books (See Top 100 in Books) #24 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Logic #69 inÂ Books > Textbooks > Computer Science > Object-Oriented Software Design #239 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

I bought this book as an introduction into Algorithm Design and Problem Solving and it really does delve deep into teaching the basics of learning how to code through the fake language pseudocode. The layout format is really simple as it has a helpful little glossary of terms at the end of each chapter and there are adorable little "tests" of 2 Truths 1 Lie in making sure you've been understanding the content. There are so many fun ways to make sure it's applicable and generally makes it enjoyable to learn. Since a lot of programmers do get into this thanks to video games,

there are some fun homework problems that help applying gaming concepts to make it even more interesting. In my class, we didn't get to do any big projects so I didn't get a chance to work on some of those bigger projects. But now that I'm almost done with my Java course, I'm tempted to go back and try to do those both in pseudocode and Java! This is a great book that really solidifies all the basic concepts that can be later applied to learning so many other programming languages. Would highly recommend!

Maybe I'm just too "old school" but a lot of the information in this book just doesn't sit well - often only the simplest cases for various structures are presented, and the tests reinforce the idea that those simple cases are the only cases (eg the discussion of counters and accumulators in Chapter 5). Some end-of-chapter review questions focus on business logic as well, rather than simply programming logic, which seems to be out of scope for a book on programming logic. Part of the problem lies with the new "business oriented" models of programming, apparently. Part of the problem lies with needing to introduce these concepts to the complete beginner (necessitating a simplest-case approach).

Easily understandable and the problems and scenarios were workable and understandable.

Book is not usable. The activation code was partially torn out.

Great intro into programming logic. I learned quite a lot!

books are a little expensive

This book was instrumental in helping me decide I was not cut out to be a code monkey. I like humans better even though I am an introvert. This was a dark path I chose consciously not to take. It took soul searching. I will leave it up to the LARPerS, and CosPlay to take this realm. Mine is of the living organic flesh.

Very helpful text book

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