

# Basic Computer Programming

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First Year Diploma Semester I – Computer Engineering



# **Basic Computer Programming**

William F. Sharpe

# **Basic Computer Programming:**

BASIC William F. Sharpe, Nancy L. Jacob, 1979 **Basic Computer Programming** V.K. Jain, 2004-11 Thinking about Computer Programming as a career option Completely revised and updated this basic computer programming book can launch you onto a bright career Meant for both freshers as well as advanced users it is an authentic volume for learners to use a computer without any outside help The guide is designed for self help learning Some salient features Historical evolution of the computer Computer characteristics anatomy Subroutines Sequential files System commands Programming Basic Computer Programming Thomas C. Bartee, 1981 design problem solving **Diving Into BASIC Computer Programming** Chris Green, 2010-06-02 Diving Into BASIC Computer Programming is back in this revised and expanded second edition This exciting edition contains new material supplemented with additional projects and programming examples You ve wondered what computer programming is all about It's time for you to find out with Diving Into BASIC Computer Programming With Diving Into BASIC Computer Programming you ll learn all the basics of the BASIC programming language The author explains new topics clearly and concisely while maintaining a relaxed and enjoyable writing style No confusion within these pages You get what you need to know without being bombarded by confusing terms BASIC COMPUTER SCIENCE Prabhu TL, Embark on a captivating journey into the world of computer science Coan, 1970 an exploration of the foundational concepts principles and technologies that underpin modern computing Computer Science Fundamentals Exploring the Basics of Computing is a comprehensive guide that unveils the essentials of computer science and empowers individuals to understand appreciate and engage with the digital world Unveiling the Digital Universe Immerse yourself in the art of computer science as this book provides a roadmap to mastering the core elements of computing From understanding algorithms to exploring hardware and software from delving into programming languages to deciphering data structures this guide equips you with the tools to navigate the dynamic landscape of technology Key Topics Explored Introduction to Computer Science Discover the evolution significance and impact of computer science on modern society Programming and Coding Embrace the fundamentals of programming languages syntax and logical thinking Data and Information Learn about data representation storage and manipulation in digital systems Algorithms and Problem Solving Understand the role of algorithms in solving computational challenges and optimizing processes Computer Hardware and Software Explore the components of computer systems from CPUs to operating systems Target Audience Computer Science Fundamentals caters to students tech enthusiasts and anyone curious about the world of computing Whether you re pursuing a career in technology aiming to build your first app or simply seeking to grasp the basics of computer science this book empowers you to embark on a journey of digital exploration Unique Selling Points Real Life Technology Applications Engage with practical examples that showcase how computer science influences various aspects of our lives Hands On Activities Provide interactive exercises and projects that allow readers to experiment with coding and technology Accessibility for

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Small Basic for Kids Edward H Carlson, Philip Conrod, Lou Tylee, 2013-12-31 SMALL BASIC FOR KIDS is an illustrated introduction to computer programming that provides an interactive parent teacher facilitated tutorial to the new Microsoft Small Basic programming environment The book consists of 30 short lessons that explain how to create and run a Small Basic program Students learn about program design and many elements of the Small Basic language Numerous examples are used to demonstrate every step in the building process The tutorial also includes two complete games for students to build and try a text based Hangman game and a simple Pizza Zapper video game SMALL BASIC FOR KIDS is based a series of programming books published in the 1980s aimed at teaching kids how to use the Basic programming language Titles like Kids and the Apple II Kids and the Commodore 64 and Kids and the IBM PC were sold everywhere These books sold over 700 000 copies With permission and editorial help from the original author Dr Edward H Carlson we have adapted this classic programming book to the new Microsoft Small Basic language a language aimed at encouraging kids to learn programming SMALL BASIC FOR KIDS should be understandable to kids aged 10 and is suitable for both home and classroom use Notes for both the instructor or parent and the students are provided Assignments are given to test student knowledge No programming experience is necessary but familiarity with doing common tasks using Windows is expected SMALL BASIC FOR KIDS requires a Microsoft Windows operating system and Microsoft Small Basic 1 0 or higher Basic: An **Introduction To Computer Programming Using The Basic Language Sharpe**, 1971

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