The Beginner's Guide to Problem Solving and Programming

Are you a beginner who wants to learn how to solve problems and program? Then this book is for you!

Computational Thinking: A beginner's guide to problem-solving and programming by Karl Beecher

★★★★☆ 4.5 out of 5

Language	: English
File size	: 51450 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Word Wise	: Enabled
Print length	: 468 pages

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This comprehensive guide covers everything you need to know to get started with problem solving and programming, from the basics of programming to more advanced topics such as algorithms and data structures.

By the end of this book, you'll be able to:

- Solve problems effectively

- Write programs in a variety of programming languages

- Understand the basics of algorithms and data structures

- Apply your skills to real-world problems

This book is written in a clear and concise style, with plenty of examples and exercises to help you learn. It's also full of helpful tips and tricks that will make your journey to becoming a proficient programmer easier.

So what are you waiting for? Free Download your copy of The Beginner's Guide to Problem Solving and Programming today!

What's inside?

This book covers a wide range of topics, including:

- to problem solving

- to programming

- Basic programming concepts

- Control flow

- Functions

- Arrays

- Strings

- Algorithms

- Data structures

- Object-oriented programming

Each chapter includes plenty of examples and exercises to help you learn the material. The book also includes a glossary of terms and a list of resources for further learning.
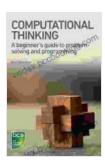
Who is this book for?

This book is for anyone who wants to learn how to solve problems and program. It's perfect for beginners who are just starting out, as well as for more experienced programmers who want to brush up on their skills.

If you're interested in learning how to program, then this book is the perfect place to start.

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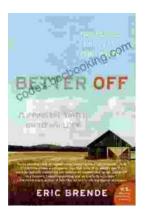### Computational Thinking: A beginner's guide to problem-solving and programming by Karl Beecher

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