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I learned to program FORTRAN IV in the spring of 1968 ... with computers I'd taken a key punching and automation machines class in high school so I was all set. A FORTRAN card begins with ...

This Is Not Your Father's FORTRAN

If you are a certain age, your first programming language was almost certainly BASIC. You probably at least saw the famous book by Ahl, titled BASIC Computer Games or 101 BASIC Computer Games.

"Olympiad Champs Cyber Class 6 with Past Olympiad Questions" is a complete preparatory book for Olympiad exams for Class 6. The book provides complete theory with Illustrations (real-life Images) along with fully solved Exercises in 2 levels. Level 1, is the beginner's level which comprises of MCQs like fillers, analogy and odd one out. Level 2 (advanced level) comprises of questions based on techniques like matching, chronological sequencing, picture, feature based, statement correct/ incorrect, integer based, puzzle, grid based, and much more. The Exercises have been empowered with Past Questions from various Olympiad Exams like NCO, GTSE, etc.

"Olympiad Champs Cyber Class 7 with Past Olympiad Questions" is a complete preparatory book for Olympiad exams for Class 7. The book provides complete theory with Illustrations (real-life Images) along with fully solved Exercises in 2 levels. Level 1, is the beginner's level which comprises of MCQs like fillers, analogy and odd one out. Level 2 (advanced level) comprises of questions based on techniques like matching, chronological sequencing, picture, feature based, statement correct/ incorrect, integer based, puzzle, grid based, and much more. The Exercises have been empowered with Past Questions from various Olympiad Exams like NCO, GTSE, etc.

The Computer Science Success series is based on Windows 10 and Office 2016. This series is specially designed for providing a vast theoretical and practical knowledge of computers to the students. It is the most comprehensive series in which activity and tool-based approach is incorporated. Each chapter in the book begins with an engaging introduction followed by an activity-based approach to learning, which is supported with ample number of diagrams, pictures and relevant screenshots. The exercises in each chapter have sufficient practical and activity-based questions. Lots of interesting software like Office 2016 (like Word, Excel, PowerPoint and Access), Adobe Photoshop CS6, Adobe Flash Professional CS6, QBASIC, Scratch and HTML have been taught in these books. A lot about Internet, some knowledge about Cloud Computing, C++ and Python are also covered. Core features of Computer Science Success series (for Classes 6 to 8) are:

- Learning Objectives: Describes the goals required to be achieved by the end of the chapter.
- Chapter Contents: Concepts are explained to strengthen the knowledge base of the students.
- Know More: Gives extra and useful information on the topic being covered.
- Fact: Includes historical facts about the topic being covered.
- Top Tips: Gives a shortcut method of the topic being covered.
- Activity: Encourages the students to explore some real life use of the topic being covered.
- Summary: Gives a brief summary of the topics being taught in the chapter.
- Exercises: Includes a variety of questions to evaluate the theoretical knowledge of the students.
- Activity Zone: Includes the following activities:
  - ! Puzzle: Includes crossword or mazes to focus on some important terms included in the chapter.
  - ! Lab Session: Gives instructions to the students to perform various tasks in the lab.
  - ! Group Discussion: Encourages the students to have discussion on various topics.
  - ! Project Work: Assigns various tasks to the students to apply the concepts already learnt

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Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

Introduces basic concepts of computer programming, including program flow and branching, Boolean operators and expressions, logic errors, detecting and debugging errors, and object-oriented programming techniques.

LOG ON TO COMPUTERS series consists of ten thoroughly revised and updated textbooks for classes 1–10. The books aim to help students master the use of various types of software and IT tools. The books have been designed to keep pace with the latest technologies and the interests of the 21st century learners. The series is based on Windows 7 and MS Office 2010 and adopts an interactive approach to teach various concepts related to Computer Science. The books for classes 1–5 focus on the basics of computers, Windows, MS Office, OpenSource software and programming language LOGO. However, the books for classes 6–8 encourage students to experience and explore more about programming languages like QBasic, HTML and Visual Basic, application software such as Photoshop, Flash and MS Office. The ebook version does not contain CD.

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