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Principles Of Program Design: Problem-Solving With JavaScript (Logic And Design)



Synopsis

From the respected instructor and author Paul Addison, **PRINCIPLES OF PROGRAM DESIGN: PROBLEM SOLVING WITH JAVASCRIPT** presents the fundamental concepts of good program design, illustrated and reinforced by hands-on examples using JavaScript. Why JavaScript? It simply illustrates the programming concepts explained in the book, requires no special editor or compiler, and runs in any browser. Little or no experience is needed because the emphasis is on learning by doing. There are examples of coding exercises throughout every chapter, varying in length and representing simple to complex problems. This book encourages you to think in terms of the logical steps needed to solve a problem, and you can take these skills with you to any programming language in the future. To help reinforce concepts, each chapter has a chapter summary, review questions, hand-on activities, and a case study that you build on in each chapter.

Book Information

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Customer Reviews

I undertook a course in "Introduction to Program Design" with this text last semester. In having a look at the other reviews, I have to say, I agree with all of them, which might seem strange. First let's address the one very negative 1-star review. This person tells us that much of what we are taught in this book is "ancient" and "obsolete." As I am not a professional JavaScript developer, I cannot confirm nor deny this, but I'd assume on the face of it, that this is correct. It seems to be one of those things in programming in general, and in languages used in web-based context in particular: syntax and grammar change. Assuming for a moment that the negative review is accurate, there are

two ways to look at this: the way the reviewer did, that is unconscionable to write a book that is "out-of-date," or a more pragmatic and perhaps reasonable perspective: that it is virtually impossible to write a book that is _completely_ up-to-date and exhaustive. The negative reviewer referred to a couple examples of keywords that are apparently now deprecated and implied the generalization that everything in the entire text is also "out-dated." While I cannot comment on how many of the keywords or syntactical conventions in the book are or are not deprecated, "obsolete" (whatever that might mean), or at least "only used in some special contexts as of April 2016," what I can say is: I wrote LOTS of small Javascript applications for this course, and I managed to get ALL of them to run on my Firefox browser. What that tells me is: the negative reviewer is perhaps committing a bit of hyperbole. If my Javascript written with this book's instructions "works" on my browser then on what basis can anyone say it is "obsolete?"

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