

Maple 13 Introductory Programming Guide

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This manual introduces the basic Maple™ programming concepts, such as expressions, data structures, looping and decision mechanisms, procedures, input and output, debugging, and Maplets. Audience As a Maple user, you may have only used Maple interactively, written Maple programs, or programmed in another computer language.

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~~Maple Lecture 16. Maple Procedures and Recursion~~

Maple Tutorial to accompany Partial Differential Equations: Analytical and Numerical Methods, 2nd edition by Mark S. Gockenbach (SIAM, 2010) Introduction In this introduction, I will explain the organization of this tutorial and give some basic information about Maple and Maple worksheets. I will also give a preliminary

~~Maple Tutorial - Michigan Technological University~~

Question: Maple 11 Introductory Programming Guide Tags are words are used to describe and categorize your content. Combine multiple words with dashes(-), and separate tags with spaces.

Thirty years ago mathematical, as opposed to applied numerical, computation was difficult to perform and so relatively little used. Three threads changed that: the emergence of the personal computer; the discovery of fiber-optics and the consequent development of the modern internet; and the building of the Three "M"s Maple, Mathematica and Matlab. We intend to persuade that Mathematica and other similar tools are worth knowing, assuming only that one wishes to be a mathematician, a mathematics educator, a computer scientist, an engineer or scientist, or anyone else who wishes/needs to use mathematics better. We also hope to explain how to become an "experimental mathematician" while learning to be better at proving things. To accomplish this our material is divided into three main chapters followed by a postscript. These cover elementary number theory, calculus of one and several variables, introductory linear algebra, and visualization and interactive geometric computation.

This book offers a new approach to introductory scientific computing. It aims to make students comfortable using computers to do science, to provide them with the computational tools and knowledge they need throughout their college careers and into their professional careers, and to show how all the pieces can work together. Rubin Landau introduces the requisite mathematics and computer science in the course of realistic problems, from energy use to the building of skyscrapers to projectile motion with drag. He is attentive to how each discipline uses its own language to describe the same concepts and how computations are concrete instances of the abstract. Landau covers the basics of computation, numerical analysis, and programming from a computational science perspective. The first part of the printed book uses the problem-solving environment Maple as its context, with the same material covered on the accompanying CD as both Maple and Mathematica programs; the second part uses the compiled language Java, with equivalent materials in Fortran90 on the CD; and the final part presents an introduction to LaTeX replete with sample files. Providing the essentials of computing, with practical examples, A First Course in Scientific Computing adheres to the principle that science and engineering students learn computation best while sitting in front of a computer, book in hand, in trial-and-error mode. Not only is it an invaluable learning text and an essential reference for students of mathematics, engineering, physics, and other sciences, but it is also a consummate model for future textbooks in computational science and engineering courses. A broad spectrum of computing tools and examples that can be used throughout an academic career Practical computing aimed at solving realistic problems Both symbolic and numerical computations A multidisciplinary approach: science + math + computer science

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Maple and Java in the book itself; Mathematica, Fortran90, Maple and Java on the accompanying CD in an interactive workbook format

The fully revised edition of this best-selling title presents the modern computer algebra system Maple. It teaches the reader not only what can be done by Maple but also how and why it can be done. It provides the necessary background for those who want the most of Maple or want to extend its built-in knowledge, and it includes both elementary and more sophisticated examples as well as many exercises.

This elegant programming primer teaches K-12 students to code through more than 100 graded examples, each one illustrated in color. The second edition includes an appendix with a tutorial in CoffeeScript. Written by a computer scientist to teach his own children to program, the book is designed for inductive learning. The illustrated programs come with no expository text. Instead, the sequence of projects introduce increasingly sophisticated concepts by example. Each one invites customization and exploration. The book begins by suggesting a simple program to draw a line. Subsequent pages introduce core concepts in computer science: loops, functions, recursion, input and output, numbers and text, and data structures. The more advanced material introduces concepts in randomness, animation, HTML5, jQuery, networking, and artificial intelligence.

Praise for the Second Edition: "This is quite a well-done book: very tightly organized, better-than-average exposition, and numerous examples, illustrations, and applications." □Mathematical Reviews of the American Mathematical Society An Introduction to Linear Programming and Game Theory, Third Edition presents a rigorous, yet accessible, introduction to the theoretical concepts and computational techniques of linear programming and game theory. Now with more extensive modeling exercises and detailed integer programming examples, this book uniquely illustrates how mathematics can be used in real-world applications in the social, life, and managerial sciences, providing readers with the opportunity to develop and apply their analytical abilities when solving realistic problems. This Third Edition addresses various new topics and improvements in the field of mathematical programming, and it also presents two software programs, LP Assistant and the Solver add-in for Microsoft Office Excel, for solving linear programming problems. LP Assistant, developed by coauthor Gerard Keough, allows readers to perform the basic steps of the algorithms provided in the book and is freely available via the book's related Web site. The use of the sensitivity analysis report and integer programming algorithm from the Solver add-in for Microsoft Office Excel is introduced so readers can solve the book's linear and integer programming problems. A detailed appendix contains instructions for the use of both applications. Additional features of the Third Edition include: A discussion of sensitivity analysis for the two-variable problem, along with new examples demonstrating integer programming, non-linear programming, and make vs. buy models Revised proofs and a discussion on the relevance and solution of the dual problem A section on developing an example in Data Envelopment Analysis An outline of the proof of John Nash's theorem on the existence of equilibrium strategy pairs for non-cooperative, non-zero-sum games Providing a complete mathematical development of all presented concepts and examples, Introduction to Linear Programming and Game Theory, Third Edition is an ideal text for linear programming and mathematical modeling courses at the upper-undergraduate and graduate levels. It also serves as a valuable reference for professionals who use game theory in business, economics, and management science.

Helps Students Understand Mathematical Programming Principles and Solve Real-World Applications Supplies enough mathematical rigor yet accessible enough for undergraduates Integrating a hands-on learning approach, a strong linear algebra focus, Maple™ software, and real-world applications, Linear and Nonlinear Programming with Maple™: An Interactive, Applications-Based Approach introduces

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undergraduate students to the mathematical concepts and principles underlying linear and nonlinear programming. This text fills the gap between management science books lacking mathematical detail and rigor and graduate-level books on mathematical programming. Essential linear algebra tools Throughout the text, topics from a first linear algebra course, such as the invertible matrix theorem, linear independence, transpose properties, and eigenvalues, play a prominent role in the discussion. The book emphasizes partitioned matrices and uses them to describe the simplex algorithm in terms of matrix multiplication. This perspective leads to streamlined approaches for constructing the revised simplex method, developing duality theory, and approaching the process of sensitivity analysis. The book also discusses some intermediate linear algebra topics, including the spectral theorem and matrix norms. Maple enhances conceptual understanding and helps tackle problems Assuming no prior experience with Maple, the author provides a sufficient amount of instruction for students unfamiliar with the software. He also includes a summary of Maple commands as well as Maple worksheets in the text and online. By using Maple's symbolic computing components, numeric capabilities, graphical versatility, and intuitive programming structures, students will acquire a deep conceptual understanding of major mathematical programming principles, along with the ability to solve moderately sized real-world applications. Hands-on activities that engage students Throughout the book, student understanding is evaluated through "waypoints" that involve basic computations or short questions. Some problems require paper-and-pencil calculations; others involve more lengthy calculations better suited for performing with Maple. Many sections contain exercises that are conceptual in nature and/or involve writing proofs. In addition, six substantial projects in one of the appendices enable students to solve challenging real-world problems.

Today, scientific computing and data analysis play an integral part in most scientific disciplines ranging from mathematics and biology to imaging processing and finance. With GNU Octave you have a highly flexible tool that can solve a vast number of such different problems as complex statistical analysis and dynamical system studies. The GNU Octave Beginner's Guide gives you an introduction that enables you to solve and analyze complicated numerical problems. The book is based on numerous concrete examples and at the end of each chapter you will find exercises to test your knowledge. It's easy to learn GNU Octave, with the GNU Octave Beginner's Guide to hand. Using real-world examples the GNU Octave Beginner's Guide will take you through the most important aspects of GNU Octave. This practical guide takes you from the basics where you are introduced to the interpreter to a more advanced level where you will learn how to build your own specialized and highly optimized GNU Octave toolbox package. The book starts by introducing you to work variables like vectors and matrices, demonstrating how to perform simple arithmetic operations on these objects before explaining how to use some of the simple functionality that comes with GNU Octave, including plotting. It then goes on to show you how to write new functionality into GNU Octave and how to make a toolbox package to solve your specific problem. Finally, it demonstrates how to optimize your code and link GNU Octave with C and C++ code enabling you to solve even the most computationally demanding tasks. After reading GNU Octave Beginner's Guide you will be able to use and tailor GNU Octave to solve most numerical problems and perform complicated data analysis with ease.

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