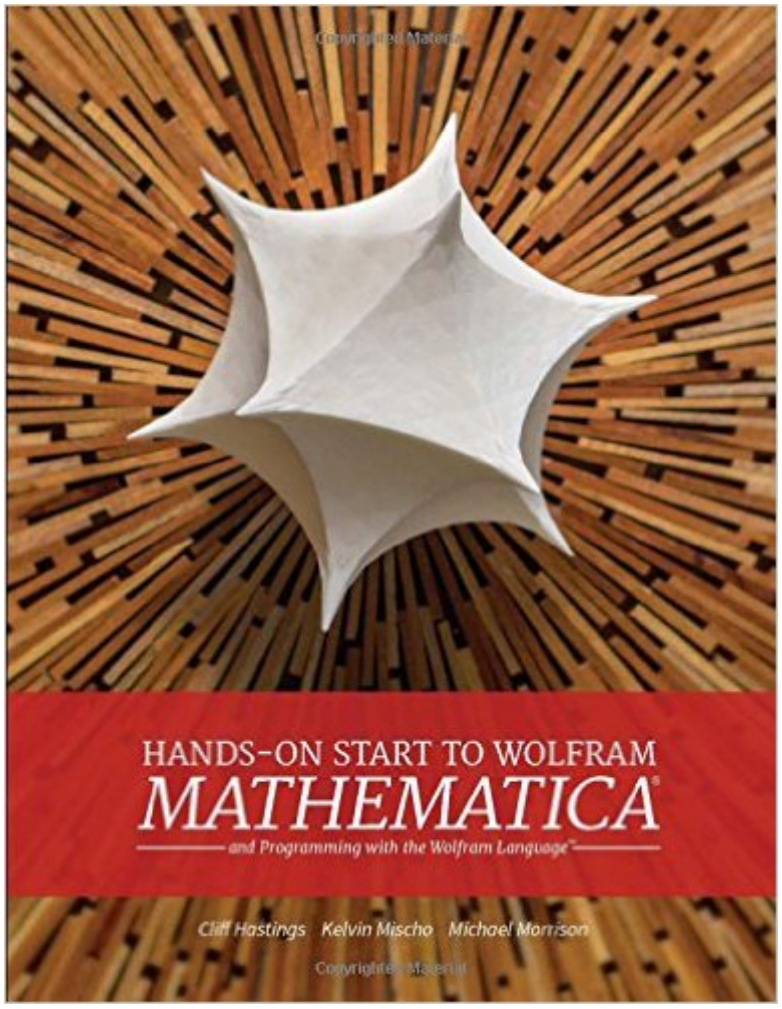
The book was found

Hands-On Start To Wolfram Mathematica



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

For more than 25 years, Mathematica has been the principal computation environment for millions of innovators, educators, students, and others around the world. This book is an introduction to Mathematica. The goal is to provide a hands-on experience introducing the breadth of Mathematica, with a focus on ease of use. Readers get detailed instruction with examples for interactive learning and end-of-chapter exercises. Each chapter also contains authors tips from their combined 50+ years of Mathematica use.

Book Information

Paperback: 469 pages

Publisher: Wolfram Media, Inc. (September 15, 2015)

Language: English

ISBN-10: 1579550770

ISBN-13: 978-1579550776

Product Dimensions: 8.5 x 0.9 x 10.9 inches

Shipping Weight: 3.5 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 starsÂ Â See all reviewsÂ (28 customer reviews)

Best Sellers Rank: #82,712 in Books (See Top 100 in Books) #21 inÂ Books > Science & Math > Mathematics > Pure Mathematics > Discrete Mathematics #51 inÂ Books > Computers & Technology > Software > Mathematical & Statistical #498 inÂ Books > Computers & Technology > Programming > Languages & Tools

Customer Reviews

Wolfram’s Hand-On Start to Wolfram Mathematica is a much needed introduction to Mathematica 10. It’s been a good long time since Wolfram published a manual to its computational masterpiece so this certainly helps a lot. This is a workbook that hobbyists and professionals can learn the basics of Mathematica. Mathematica is a huge program with nearly 5,000 functions. The last time Wolfram produced a hard copy manual was Mathematica Book, Fifth Edition. With 1464 pages it went over all the functions of the for the Mathematica 5.0 and came out in 2003. It was truly an math encyclopedia. It was also quite well written and an excellent textbook. In the intervening twelve years the number of functions has more than doubled. So a manual like the Mathematica Book would be a true encyclopedia with over five thousand pages. So, the manual is now part of the extensive help menu along with a library of pdf books. Some of us would still prefer a paper edition. This fills that need.The text is divided into two parts, the first part goes over the basics of

mathematica. How to use the program. The Wolfram language conventions. How to use the word processor function, graphs, and how to create demostrations. The second part is a closer examination of various concepts in depth. Such as algebraic manipulation, calculus, export and import of data. Since Mathematica keeps everything and only makes additions to the big program, users of older editions of Mathematica can still find a lot of good information. The text is clear with wide margins, the authors used color effectively, and pointed the Mathematica user to resources contained online and in the program itself. This is a must have book for any Mathematica user. I recommend it highly.

There’s little material that isn’t already online at Wolfram. The book promises an answer key to the exercises if you send in the "unique code" in the book, and there is no explanation of what that code is or where to find it, and an email to the authors has gone unanswered.Worst of all---and this is just inexcusable---there is no index!There is a hint that they may provide this in electronic form, which would at least be searchable, but at this point, I can’t recommend this book.Update: The authors did reply with an answer key for the exercises, and an electronic version of the book may be out by "the end of the year", and I agree this is a useful introduction to Mathematica and one of the few (only?) such for recent Mathematica versions. But still, no index?

After going through the first hundred pages, I felt obliged to write a review to advise anyone new to Mathematica to buy this book. I have been through several other books which have been useful, but this book covers many critically important topics that are not covered elsewhere. Other books focus on using the Mathematica language for input and leaves you trying to memorize commands and how they are used. But by using free form input, autocompletion, command templates, suggestion bars, learning how to work with units, etc, you will accelerate your ability to solve problems. In addition I’ve not seen word processing and typesetting explained elsewhere. I’ve only glanced through the rest of the book, but it equally informative.By the way, the unique code is on the inside of the back cover.

it’s excellent. it’s the best textbook about Mathematica I have ever read. And I am a Mathematica user since Version 1. That is more than 25 years. And even after writing a lot of programs, packages and personal functions, I still find it useful for me. Imagine the usefulness for a beginner..In all these long 25 years I purchased a good number of texts about Mathematica, in addition to all the manuals Wolfram published till version 5.,including Reference Guides.Books

written by Gray, Glynn, Ruskeepaa,, Maeder, Blachman, Trott, Wellin, Shaw, Tigg, all excellent books, but, in my opinion, not written with the new users in their mind. Let me ask you. Do you tried ever to read a Dictionary?. Your answer will most probably be : NO. You don't read dictionaries. You open them only when you need them.. That's the case with the majority of these texts. You open them when you need to learn how to deal with a command you are interested in when writing your code. These books try to be exhaustive, but it is impossible to be exhaustive with a system like Mathematica.This Hands-on-Start to Wolfram Mathematica is the first book about Mathematica I really enjoyed reading, and not opening it only to learn a specified command. New users will surely enjoy reading it and in the meanwhile learn a lot, without being intimidated by the complexities of Mathematica. For me, the most impressive achievement of the authors is the user friendly way they wrote this book, due surely to their profound interest to help the readers understand how to use Mathematica. Of course the book do not try to be exhaustive. It would be impossible.trying to be.exhaustive and at the same time be a book that teach how to start using Mathematica. I hope the authors will continue with their efforts to teachnew users, and also not so new ones. how to take the best Mathematica has to offer..

Download to continue reading...

Hands-On Start to Wolfram Mathematica: and Programming with the Wolfram Language Hands-On Start to Wolfram Mathematica Getting Started with Wolfram Language and Mathematica for Raspberry Pi An Elementary Introduction to the Wolfram Language Raspberry Pi 3: Get Started With Raspberry Pi 3 - A Simple Guide To Understanding And Programming Raspberry Pi 3 (Raspberry Pi 3 User Guide, Python Programming, Mathematica Programming) Mastering Mathematica, Second Edition: Programming Methods and Applications Grassmann Algebra Volume 1: Foundations: Exploring extended vector algebra with Mathematica Multivariable Calculus and Mathematica: With Applications to Geometry and Physics The Mathematica Book, Fifth Edition Schaum's Outline of Mathematica, 2ed (Schaum's Outlines) Python: Learn Python in One Day and Learn It Well. Python for Beginners with Hands-on Project. (Learn Coding Fast with Hands-On Project Book 1) After Effects 5.0/5.5 Hands-On Training (Lynda Weinman's Hands-On Training) CSS (with HTML5): Learn CSS in One Day and Learn It Well. CSS for Beginners with Hands-on Project. Includes HTML5. (Learn Coding Fast with Hands-On Project Book 2) C#: Learn C# in One Day and Learn It Well. C# for Beginners with Hands-on Project. (Learn Coding Fast with Hands-On Project Book 3) Weight Watchers Start Living, Start Losing: Inspirational Stories That Will Motivate You Now Start a TV Station:Learn How to Start Satellite, Cable, Analog and Digital Broadcast TV Channels and In-Line Skater's Start-Up: A Beginner's Guide to In-Line Skating and Roller Hockey

(Start-Up Sports series) Skateboarder’s Start-Up: A Beginner’s Guide to Skateboarding (Start-Up Sports) Snowboarder’s Start-Up: A Beginner’s Guide to Snowboarding (Start-Up Sports series) Make: Sensors: A Hands-On Primer for Monitoring the Real World with Arduino and Raspberry Pi

Dmca