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ISBN	1-136-89905-7 1-282-88589-8 9786612885891 0-203-84148-4
Descrizione fisica	1 online resource (196 p.)
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Soggetti	Architectural design - Data processing Architectural design - Mathematics Architecture - Philosophy Computer-aided design Algorithms Electronic books.
Lingua di pubblicazione	Inglese
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Falling between two stools -- Rethinking representation -- In the beginning was the word -- The mystery of the machine that invents itself -- Evolving the text--being even lazier -- The text of the vernacular -- Epilogue or rethinking representation (again).
Sommario/riassunto	Programming.Architecture is a simple and concise introduction to the history of computing and computational design, explaining the basics of algorithmic thinking and the use of the computer as a tool for design and architecture. Paul Coates, a pioneer of CAAD, demonstrates algorithmic thinking through projects and student work collated through his years of teaching students of computing and design. The book takes a detailed and practical look at what the techniques and philosophy of coding entail, and gives the reader many ""glimpses under the hood"" in the form of code snip