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	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (196 p.)
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	Soggetti	Architectural design - Data processing
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		Computer-aided design
		Algorithms
	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