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	Autore	Robinson John A
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Sommario/riassunto

Software Design for Engineers and Scientists integrates three core areas of computing:. Software engineering - including both traditional methods and the insights of 'extreme programming'. Program design - including the analysis of data structures and algorithms. Practical object-oriented programmingWithout assuming prior knowledge of any particular programming language, and avoiding the need for students to learn from separate, specialised Computer Science texts, John Robinson takes the reader from small-scale programing to competence in large software projects, all within