The Self Taught Computer Scientist

Cory Althoff

The Self-Taught Computer Scientist Cory Althoff, 2021-09-16 The follow-up to Cory Althoff's bestselling The Self-Taught Programmer, which inspired hundreds of thousands of professionals to learn to program outside of school! Fresh out of college and with just a year of self-study behind him, Cory Althoff was offered a dream first job as a software engineer for a well-known tech company, but he guickly found himself overwhelmed by the amount of things he needed to know, but hadn't learned yet. This experience combined with his personal journey learning to program inspired his widely praised guide, The Self-Taught Programmer. Now Cory's back with another guide for the self-taught community of learners focusing on the foundations of computer science. The Self-Taught Computer Scientist introduces beginner and self-taught programmers to computer science fundamentals that are essential for success in programming and software engineering fields. Computer science is a massive subject that could cover an entire lifetime of learning. This book does not aim to cover everything you would learn about if you went to school to get a computer science degree. Instead, Cory's goal is to give you an introduction to some of the most important concepts in computer science that apply to a programming career. With a focus on data structures and algorithms, The Self-Taught Computer Scientist helps you fill gaps in your knowledge, prepare for a technical interview, feel knowledgeable and confident on the job, and ultimately, become a better programmer. Learn different algorithms including linear and binary search and test your knowledge with feedback loops Understand what a data structure is and study arrays, linked lists, stacks, queues, hash tables, binary trees, binary heaps, and graphs Prepare for technical interviews and feel comfortable working with more experienced colleagues Discover additional resources and tools to expand your skillset and continue your learning journey It's as simple as this: You have to study computer science if you want to become a successful programmer, and if you don't understand computer science, you won't get hired. Ready for a career in programming, coding, or software engineering and willing to embrace an always be learning mindset? The Self-Taught Computer Scientist is for you.

The Self-Taught Programmer Cory Althoff,2017-01-24 This book is not just about learning to program; although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, I also cover the rest of the things you need to know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program, to

passing your first technical interview.--Amazon.

Manual for the self-taught computer scientist Lucas Sztandarowski,2020-12-12 After the success in french of the manuel de l'autodidacte en informatique, You would like to become a developer but do not want to take any certifications, learn computer science step by step at your own pace with this popularisation book written by an autodidact himself! Retrace the history and evolution of computer science, learn the basics of development and hardware step by step with clear, precise and illustrated instructions and exercises. Become a developer at your own pace by following this reference book!

The Self-Taught Marketer Cory Althoff, 2025-07 I set out to become a programmer-not a marketer. Twelve years ago, with no formal background, I began learning to code outside of school, never imagining where that journey would lead. Before I knew it, I was a software engineer at eBay. After working at eBay and another Silicon Valley startup, I realized I'd gained enough experience to help others follow the same path, which inspired me to write a book to help aspiring programmers. What happened next was even more shocking than landing the job at eBay without a computer science degree: my books, *The Self-Taught Programmer* and *The Self-Taught Computer Scientist*, sold over a hundred thousand copies. Over 175,000 people enrolled in the follow-up course I created on Udemy, and the Facebook group I started for self-taught programmers grew to more than 350,000 members. From delivering keynote speeches in Japan to getting millions of views on social media, serving as an SVP at CompTIA, and being featured in *Forbes*, *CNBC*, and *People* magazine, my career and life unfolded in ways I never imagined. It's been a wild ride-and it all happened because I mastered one essential skill: marketing. In this new book, I'll share what I learned on my journey to becoming a self-taught marketer so you can effectively promote your product-whether it's a website, app, new energy drink, book, or podcast. You'll discover: - How to position your product, define your audience, and craft a marketing strategy that drives sales. - The psychology behind viral content and influence-and how to harness it to spark conversations about your brand. - How to market your product without relying on a massive audience or budget. - How to turn engagement into revenue and help any product gain traction-even if you're starting from scratch. Whether you're a startup founder, author, or creator, this book will empower you to effectively position and sell your product. The secret to a million-dollar product launch is in your hands-are you ready to unlock it?

Dr. Dobb's Journal of Software Tools for the Professional Programmer, 1987

Computer Connections for Gifted Children and Youth Jean N. Nazzaro,1981 Written by computer specialists, teachers, parents, and students, the 23 articles emphasize the role computers play in the development of thinking, problem solving, and creativity in gifted and talented students. Articles have the following titles and authors: Computers and Computer Cultures (S. Papert); Classroom Computers--Beyond the 3 R's (F. Bell); Reflections of a Computer Language Nut (S. Bloch); It Started with Games (C. Karnes); Two Programs from a Young Eighth Grader (S. Bahcall, H. Nelson); Teaching Parents About Using Microcomputers (T. Dwyer, M. Critchfield); Children and Home Computers--Some Observations on the First

Generation (B. Banet); An Apple a Day Keeps a Kid Occupied (R. Buszta); Microcomputers for Gifted Microtots (A. Doorly); Kids and Computers--The Future Is Today (S. Larsen); Micros 'GOTO' School (D. Piele); The Hampton City Schools Computer Program (N. Harkavy); The Paducah Tilghman High School for Gifted Students (S. Davis, P. Frothingham); Computers...Are All Dinosaurs Dead? (D. Glover); The Talcott Mountain Science Center (D. Barstow); Computeronics--A Course in Computer Literacy (P. Bird); Bringing Microcomputers into Schools (G. Ropes, H. Gaylord); Statewide Educational Computer Systems--The Many Considerations (K. Hausmann); Van Helps Schools Select the Right Computer (B. Staples); Some Thoughts on Computers and Greatness in Teaching (T. Dwyer); The Hacker Papers; and Educational Software (D. Lubar). Lists of printed materials, vendors and manufacturers, and resources on using microcomputers in schools and classrooms conclude the document. (SB)

ACM Turing Award Lectures Robert L. Ashenhurst, 1987

A Programmer's Guide to Computer Science William M Springer II,2019-08 You know how to code..but is it enough?Do you feel left out when other programmers talk about asymptotic bounds?Have you failed a job interview because you don't know computer science?The author, a senior developer at a major software company with a PhD in computer science, takes you through what you would have learned while earning a four-year computer science degree. Volume one covers the most frequently referenced topics, including:-Algorithms and data structures-Graphs-Problem-solving techniques-Complexity theoryWhen you finish this book, you'll have the tools you need to hold your own with people who have - or expect you to have - a computer science degree.

Oncomputing, 1979

Asiatechnology,

Roster of Organizations in the Field of Automatic Computer Machinery ,1968

1998 International Conference Software Engineering: Education & Practice Martin Purvis, Stephen Cranefield, Steve MacDonell, 1998

Apprentices of Wonder William F. Allman,1990-08-01 If you want to understand the latest scientific thinking about the relations between mind and brain, meet Allman's Apprentices of Wonder.—Howard Gardner, author of The Mind's New Science: A History of Cognitive Revolution In the vein of The Soul of a New Machine comes this accessible book on the scientists who are creating startling theories of how the mind works as they forge a kind of artificial intelligence called neural networks—or, the first thinking machines. This snappy introduction to the possibilities of the new sciences of connectionism will inform readers why mahy brain scientists are excited—and why the skeptics remain to be persuaded.—Pamela McCorduck, coauthor, with Mitchell Feigenbaum, of The Fifth Generation and author of Machines Who Think and The Universal Machine

Computer Publishers & Publications ,1984

New Scientist, 1969

Mavericks of Medicine David Jay Brown, David Matthew Brown, 2006 Interviews with leading antiaging scientist and experts.

Digital Fictions Sarah Sloane, 2000-03 When researchers in computer-mediated communications discuss digital textuality, they rarely venture beyond the now commonplace notion that computer textuality embodies contemporary post-structuralist theories. Written for students and faculty of contemporary literature and composition theories, this book is the first to move from general to specific considerations. Advancing from general considerations of how computers are changing literacy, Digital Fictions moves on to a specific consideration of how computers are altering one particular set of literature practices: reading and writing fiction. Suffused through the sensibility of a creative writer, this book includes an historical overview of writing stories on computers. In addition, Sloane conducts interviews with the makers of hypertext fictions (including Stuart Moulthrop, Michael Joyce, and Carolyn Guyer) and offers close reading of digital fictions. Making careful analyses of the meaning-making activities of both readers and writers of this emerging genre, this work is embedded in a perspective both feminist and semiotic. Digital Fictions explores and distinguishes among four distinct iterations of text-based digital fictions; text adventures, Carnegie Mellon University Oz Project, hypertext fictions, and MUDs. Ultimately, Sloane revises the rhetorical triangle and proposes a new rhetorical theory, one that attends to the materials, processes, and locations of stories told on-line.

The End-user Revolution Richard Biddiscombe,1996 This book illustrates how CD-ROM and the Internet are revolutionising LIS services and user access to information, and highlights the future role and novel opportunities which are becoming available to information professionals.

New Scientist and Science Journal ,2001-09

The IDRC Reports International Development Research Centre (Canada),1983

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The Self Taught Computer Scientist Introduction

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