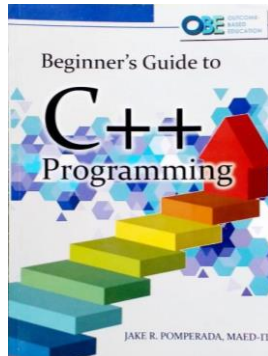# COMPUTER PROGRAMMING

SCOPE   Here are entered works on writing computer programs in general.

Computer Programming, also known as coding, refers to the process of writing instructions for computing devices and systems. A computer program translates those instructions into a language that computers can understand. Computer programmers use many different languages to command computers. Popular programming languages include Python, JavaScript, Java, and the C-languages. *[Source: zdnet.com]*

Beginner's guide to C++ Programming (2019)
Pomperada, Jake R.
CO-FI QA76.73.C153 P772 2019
Located in Fr Jose T Bacatan SJ Library – Filipiniana Section

This book deals with the fundamentals of C++ programming language for beginner programmers, students and anyone who are interested to learn C++. The main objective of this book is to teach the basic aspects of C++ programming to the students including basic statements, variable declarations, data types, conditional statements, looping statements, functions, arrays, strings, structures, and file handling.
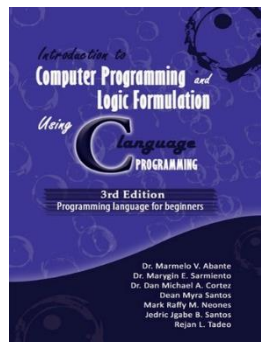
Core concepts in computer science: object oriented programming (2019)
3G E-learning LLC
CO QA76.74 .T497 2019
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This book covers fundamentals of Object Oriented Programming at basic levels. It describes fundamental object-oriented programming methods and explains how readers may apply them.

Introduction to computer programming and logic formulation using C language programming (Programming language for beginners) (2019)
Abante, Marmelo V., [and six others]
CO-FI QA76.73.C15 A23 2019
Located in Fr Jose T Bacatan SJ Library – Filipiniana Section

This book provides an introduction to C programming language using Turbo C and DevC++ compiler for beginners. The approach of Turbo C 3rd Edition is simple because the terms used are easy to understand when dealing with C programming languange, from concepts, identification of the basic parts of C programming, the syntax interpretation, defining a data type, rules in variable declaration, used of shortcut key command as alternative operation in manipulating the Turbo C menus.

Search library resources at: http://210.213.146.180:8080/#section=home
Visit the library webpage at: https://www.adzu.edu.ph/library/

COMPUTER PROGRAMMING

Java programming (2019)
Farrell, Joyce
CO QA76.73.J3 F35 2019
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Discover the power of Java� for developing applications today when you trust the engaging, hands-on approach in Farrell's JAVA PROGRAMMING, 9E. Even if you are a first-time programmer, JAVA PROGRAMMING can show you how to quickly start developing useful programs, all while still mastering the basic principles of structured and object-oriented programming. Unique, reader-friendly explanations and meaningful programming exercises emphasize business applications and game creation while useful debugging exercises and contemporary case problems further expand your understanding.

Programming for the absolute beginner (2016)
Ford, Jerry Lee
CO QA76.6 .F67 2016
Located in Fr Jose T Bacatan SJ Library – Circulation Section

A friendly guide that will teach you the fundamentals of computer programming through the hands-on (and fun!) development of computer games. This book teaches programming using Just BASIC, a free, easy-to-learn software that lets you create programs for computers running Windows. Popular author and educator Jerry Ford, Jr., teaches you fundamental programming principles and gives you a broad view of computer programming and its many possibilities.
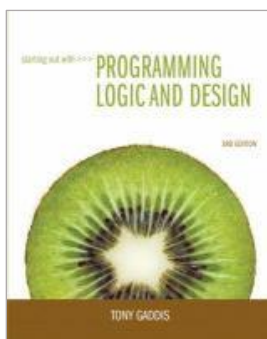
Starting out with programming logic & design (2013)
Gaddis, Tony
CO QA76.6 G33 2013
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Designed for beginners, the text is clear and approachable, making the complex concepts accessible to every student. In this new edition, Gaddis focuses on current languages providing code snippet examples and complete programs for each. The text uses updated, contemporary examples to familiarize students with models and logical thought processes used in programming without further complicating them with language syntax. By using easy-to-understand pseudocode, flowcharts, and other tools, Gaddis illustrates how to design the logic of programs.

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Visit the library webpage at: https://www.adzu.edu.ph/library/
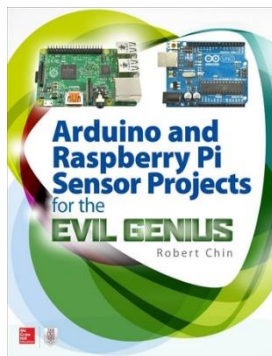
COMPUTER PROGRAMMING
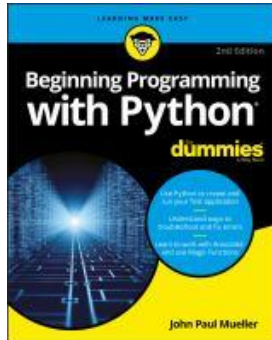
Beginning programming with Python for dummies (2018)
Mueller, John Paul
CO QA76.73.P98 M839 2018
Located in Fr Jose T Bacatan SJ Library – Circulation Section

The easy way to learn programming fundamentals with Python. Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains.

Arduino and Raspberry Pi sensor projects for the evil genius (2018)
Chin, Robert
CO QA76.8.R15 C45 2018
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Learn to quickly build your own electronic gadgets that monitor, measure, and react to the real world--with no prior experience required This easy-to-follow guide covers the programming and electronics essentials needed to build fun and educational sensor-based projects with both Arduino and Raspberry Pi. Arduino and Raspberry Pi Sensor Projects for the Evil Genius features step-by-step DIY projects that use inexpensive, readily available parts. You will discover how to use touch, temperature, moisture, light, sound, and motion sensors--even sensors that detect the presence of a human.
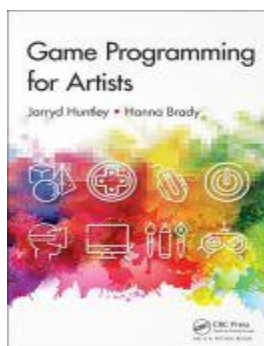
Game programming for artists (2018)
Huntley, Jarry, Hanna Brady
CO QA76.76.C672 H86 2018
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Game Programming for Artists provides a foundation for artists and creatives to jumpstart learning to program their own games. It is an accessible and conversational guide focused on three areas: basic programming, understanding game engines, and practical code for commonly employed game systems.

COMPUTER PROGRAMMING

Java: a beginner's guide (2018)
Schidt, Herbert
CO QA76.73.J38 S327 2018
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Fully updated for Java Platform, Standard Edition 9 (Java SE 9), Java: A Beginner's Guide, Seventh Edition, gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, Swing, and JavaFX. This practical Oracle Press guide features details on Java SE 9's innovative new module system, and, as an added bonus, it includes an introduction to JShell, Java's new interactive programming tool.

Object oriented programming with java (2018)
Kaul, Neha
CO QA76.73.J38 K38 2018
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Java is a language that is very well suited to object oriented programming and design. Java applications are stand-alone applications similar to the application we develop using other object oriented languages such as C++, .Net etc. This book describes the Java language as its purpose is to teach the basics of object-oriented programming. In this book, we introduce the java language as its design is clean and easy to follow. The creators of this language took a fresh, minimalistic perspective and approach towards the design of this language. They included only useful, indispensible features and eliminated features that do not add value or are redundant. This innovative approach taken by them makes Java an easier language to learn and master and provides an edge over alternative programming languages. This language is an ideal, useful instrument to teach the fundamentals of object oriented programming and hence has been chosen for this book.This book covers the fundamentals of Java and object oriented programming and shows how well they work together. Several programming samples; tested against the latest Java version 8.0 have been provided.

COMPUTER PROGRAMMING
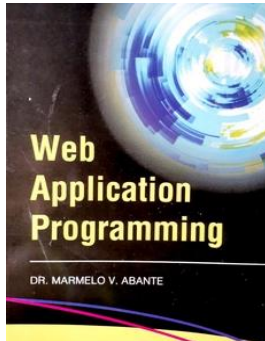
Web application programming (2018)
Abante, Marmelo V.
CO-FI QA76.76.H94 A231 2018
Located in Fr Jose T Bacatan SJ Library – Filipiniana Section

This book covers the introduction to internet, basic HTML. JavaScript and Introduction to PHP are the basic programming languages for web development and design. They are beneficial to learn for developers, marketers, and people in many other disciplines. Learning HTML can be used for situations like formatting a blog or email, working with a CMS, embedding external content on your site, and creating usable content.
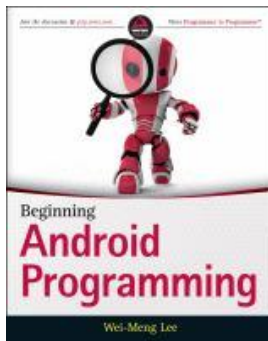
Beginning android programming with android studio (2017)
DiMarzio, J.F.
CO QA76.774.A53 D56 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

A hands-on introduction to the latest release of the Android OS As the fastest-growing mobile platform today, the Android OS is a powerful and flexible platform for mobile devices and the new Android 5 release boasts significant new features and enhancements for both smartphone and tablet applications.
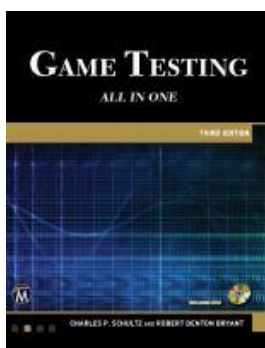
Game testing all in one (2017)
Schultz, Charles P.
CO QA76.76.C672 S36 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This third edition equips the reader with the rationale for vigorous testing of game software, placing the game in the development process, practical knowledge of tools for game testing, tester roles, and the measurements to determine game quality and testing progress. The reader is taken step-by-step through test design and other QA methods, using real game situations. The book includes content for the latest console games and the new crop of touch, mobile, and social games.

COMPUTER PROGRAMMING

An Introduction to HTML5 game development with phaser.JS (2017)
Faas, Travis.
CO QA76.76.C672 F335 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Experience the thrill of crafting your own HTML5 game with Phaser.js game engine. HTML5 and modern JavaScript game engines have helped revolutionized web-based games. Each chapter displays a sample game that illustrates an aspect of Phaser.js (now Lazer.js) that can be used as is, or in remixed games of the developer's design. Each of these examples help the reader to understand how to optimize JavaScript game development with modern project tooling like Grunt and Bower. Though the world of HTML game development continues to grow and evolve, this book provides a grounded resource and vital learning tool to anyone looking to optimize web game development process.

Java programming for android developers (2017)
Burd, Barry
AS QA76.73.J38 B874 2017
Located in Fr Jose T Bacatan SJ Library – American Corner

Develop the next killer Android App using Java programming!
Android is everywhere! It runs more than half the smartphones in the U.S. and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips.
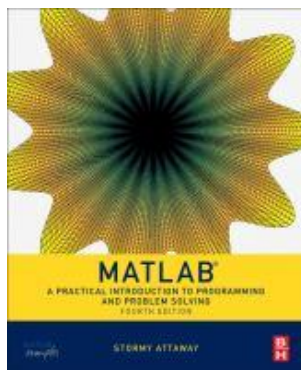
MATLAB: a practical introduction to programming and problem solving (2017)
Attaway, Stormy.
CO QA297 .A87 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This edition has been updated to reflect the functionality of the current version of MATLAB, including the new H2 Graphics system. It features new and revised end-of-chapter exercises, more engineering applications to help the reader learn this software tool in context, and a new section on object-oriented programming in MATLAB. MATLAB has become the standard software tool for solving scientific and engineering problems due to its powerful built-in functions and its ability to program.

COMPUTER PROGRAMMING
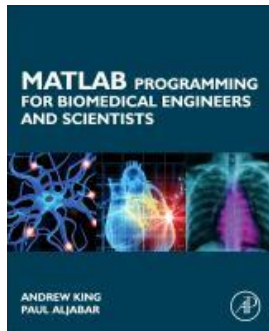
MATLAB programming for biomedical engineers and scientists (2017)
King, Andrew P., Paul Aljabar
CO QA297 .K5635 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

MATLAB Programming for Biomedical Engineers and Scientists provides an easy-to-learn introduction to the fundamentals of computer programming in MATLAB. This book explains the principles of good programming practice, while demonstrating how to write efficient and robust code that analyzes and visualizes biomedical data. Aimed at the biomedical engineer, biomedical scientist, and medical researcher with little or no computer programming experience, it is an excellent resource for learning the principles and practice of computer programming using MATLAB.
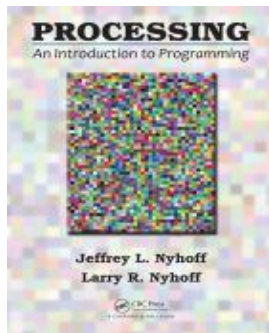
Processing: an introduction to programming (2017)
Nyhoff, Jeffrey L., Larry R. Nyhoff
CO QA76.73.P75 N94 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This book demonstrates how Processing is an excellent language for beginners to learn the fundamentals of computer programming. Originally designed to make it simpler for digital artists to learn to program, Processing is a wonderful first language for anyone to learn. Given its origins, Processing enables a multimodal approach to programming instruction, well suited to students with interests in computer science or in the arts and humanities.
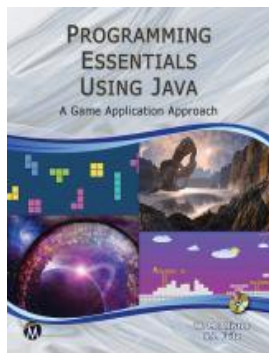
Programming essentials using Java: a game application approach (2017)
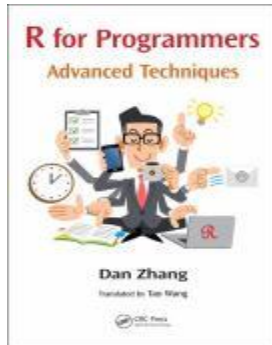McAllister, William, S. Jane Fritz
CO QA76.73.J38 M33 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Designed as a one semester, Java textbook for beginning programmers, this book uses game programming as a central pedagogical tool to improve student engagement, learning outcomes, and retention.

COMPUTER PROGRAMMING

R for programmers: advanced techniques (2017)
Zhang, Dan
CO QA76.73.R3 Z43 2017
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This book discusses advanced topics such as R core programing, object oriented R programing, parallel computing with R, and spatial data types. The author leads readers to merge mature and effective methdologies in traditional programing to R programing. It shows how to interface R with C, Java, and other popular programing laguages and platforms.

Beginning Visual C# 2015 programming (2016)
Perkins, Benjamin, Jacob Vibe Hammer, Jon D. Reid
CO QA76.73.C154 P47 2016
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Beginning C# 6 Programming with Visual Studio 2015 provides step-by-step directions for programming with C# in the .NET framework. Beginning with programming essentials, such as variables, flow control, and object-oriented programming, this authoritative text moves into more complicated topics, such as web and Windows programming and data access within both database and XML environments. After your introduction to each of the chapters, you are invited to apply your newfound knowledge in Try it Out sections, which reinforce learning and help you understand the practical applications of the new concepts you have explored. Through this approach, you can write useful programming code following each of the steps that you explore in this essential text.
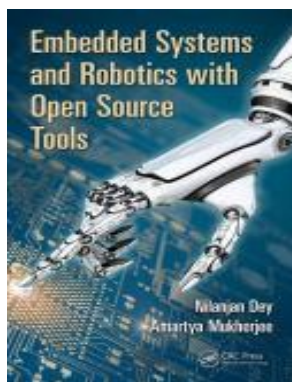
Embedded systems and robotics with open source tools (2016)
Dey, Nilanjan, Amartya Mukherjee
CO TJ211.495 D485 2016
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Embedded Systems and Robotics with Open-Source Tools provideseasy-to-understand and easy-to-implement guidance for rapid prototype development. Designed for readers unfamiliar with advanced computing technologies, this highly accessible book: Describes several cutting-edge open-source software and hardware technologies; Examines a number of embedded computer systems and their practical applications; Includes detailed projects for applying rapid prototype development skills in real time

COMPUTER PROGRAMMING
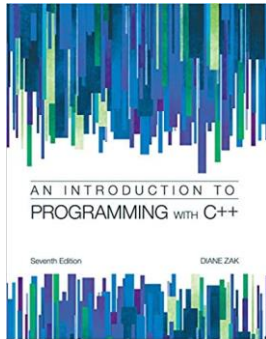
An Introduction to programming with C++ (2016)
Zak, Diane
CO QA76.73.C153 Z33 2016
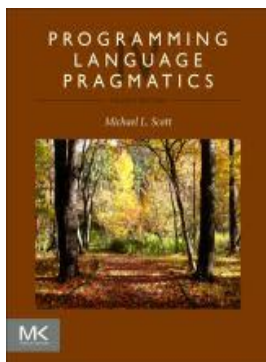Located in Fr Jose T Bacatan SJ Library – Circulation Section

The book distinguishes itself from all other C++ instructional books with its unique, reader-focused approach. Memorable new examples demonstrate concepts in action while a wealth of hands-on unique exercises allow readers to apply concepts as they progress. The book's visually-driven presentation clarifies concepts with useful IPO charts, flowcharts and code examples throughout. New videos and PDF files for each chapter demonstrate how readers can complete exercises using various compilers.

Programming language pragmatics (2016)
Scott, Michael L.
CO QA76.7 .S38 2016
Located in Fr Jose T Bacatan SJ Library – Circulation Section

The most comprehensive programming language textbook available today, "Programming Language Pragmatics" is distinguished and acclaimed for its integrated treatment of language design and language implementation. This emphasis on integration is supported by a central focus on programming language design, which together provide the reader with a solid foundation for understanding the most important issues driving software development today.
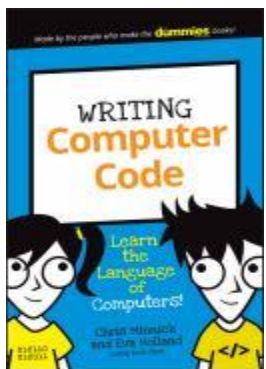
Writing computer code (2016)
Minnick, Chris, Eva Holland
AS-R QA76.6 M526 2016
Located in Fr Jose T Bacatan SJ Library – American Corner

A technology book for kids! Learning how to code can be like learning a foreign language. This book serves as an excellent guide to help you start writing in the odd-looking languages that make the web work. Follow simple steps as you work with real code to build your own web robots.
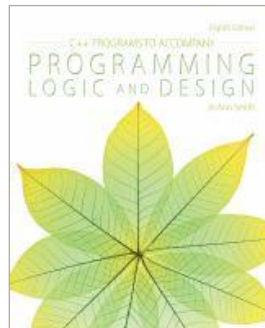
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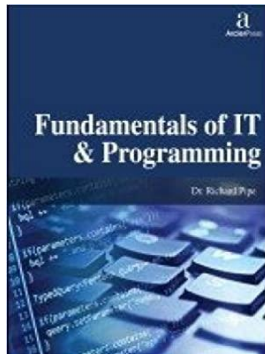
Fundamentals of IT & programming (2015)
Pipe, Richard
CO T58.5 .P53 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section
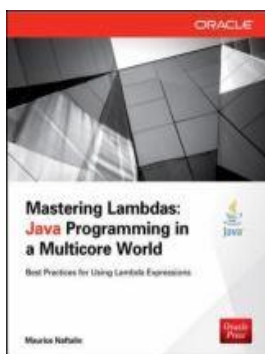
C++ programs to accompany programming logic and design (2015)
Smith, Jo Ann
CO QA76.73.C153 S66 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Learn how to use C++ to transform program logic and design concepts into working programs with Smith's C++ PROGRAMS TO ACCOMPANY PROGRAMMING LOGIC AND DESIGN, 8E. Specifically designed to be paired with the latest edition of Farrell's highly successful PROGRAMMING LOGIC AND DESIGN, this new guide combine the power of C++ with the popular, language-independent, logical approach of the PROGRAMMING LOGIC AND DESIGN text. Together, the two books provide the perfect opportunity for readers to learn the fundamentals of programming, while also learning an actual leading programming language.

Mastering lambdas: Java programming in a multicore world (2015)
Naftalin, Maurice
CO QA76.73.J38 N34 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Learn how to use lambda expressions to take full advantage of performance improvements provided by today's multicore hardware. This book explains how to write lambdas, and how to use them in streams and in collection processing. Detailed code examples are provided throughout.

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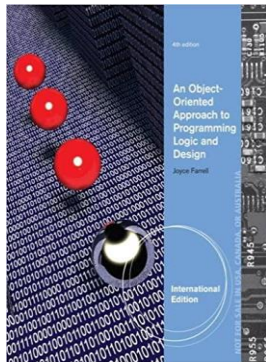
An Object-oriented approach to programming logic and design (2013)
Farrell, Joyce
CO QA76.64 .F371 2013
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This book takes a unique, language-independent approach to ensure readers develop a strong foundation in traditional programming principles and object-oriented concepts before learning the details of a specific programming language. The author presents object-oriented programming terminology without highly technical language, making the book understandable even for readers with no previous programming experience. Common business examples and carefully revised chapters clearly illustrate key points. A wealth of updated programming exercises in every chapter provide diverse practice opportunities, while new Video Lessons expand on key topics. Use this book alone or with a language-specific companion that emphasizes C++, Java or Visual Basic.
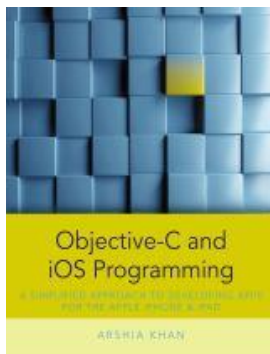
Objective-C and iOS programming: a simplified approach to developing apps for the apple iphone and ipad (2015)
Khan, Arshia
CO QA76.73.O25 K53 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section

This timely and innovative new text meets the need for a concise, one-semester book that provides a thorough introduction to iOS and Objective-C programming and their practical application in developing iPhone apps. The unique nature of the text highlights and clarifies potentially challenging concepts by providing abundant examples, end-of-chapter summaries, programming problems of varying complexity, and a full hands-on project/lab together with its solution. The book facilitates not only iOS and Objective-C programming but also actual app development in one semester by focusing only on the topics required to develop basic apps.

COMPUTER PROGRAMMING
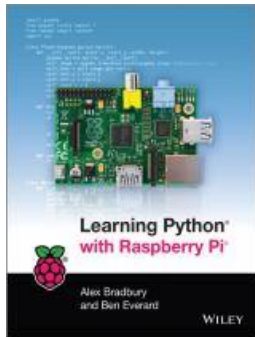
Learning python with raspberry Pi (2014)
by Bradbury, Alex, Ben Everard
CO QA76.73.P98 B73 2014
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Raspberry Pi chose Python as its teaching language of choice to encourage a new generation of programmers to learn how to program.

Java programming (2015)
Ishutin, Oleg
CO QA76.76.J38 I84 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section

In this textbook, we discuss java programming. Java is a general-purpose computer programming language that is concurrent, class-based, object-oriented and specifically designed to have as few implementation dependencies as possible.

Fundamentals of python: data structures (2014)
Lambert, Kenneth A.
CO QA76.73.P98 L36 2014
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Written for computer programming students, hobbyists, and professionals, FUNDAMENTALS OF PYTHON: DATA STRUCTURES is an introduction to object-oriented design and data structures using the popular Python programming language. The level of instruction assumes at least one semester of programming in an object-oriented language such as Java, C++, or Python. Through the step-by-step instruction and exercises in this book, you'll cover such topics as the design of collection classes with polymorphism and inheritance, multiple implementations of collection interfaces, and the analysis of the space/time tradeoffs of different collection implementations (specifically array-based implementations and link-based implementations). Collections covered include sets, lists, stacks, queues, trees, dictionaries, and graphs.

COMPUTER PROGRAMMING
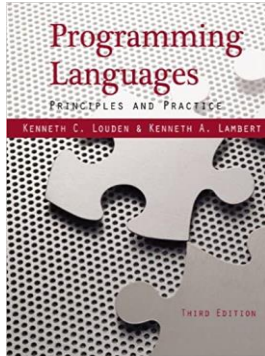
Programming languages (2012)
Louden, Kenneth C., Kenneth A. Lambert
CO QA76.76.C65 L679 2012
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages.
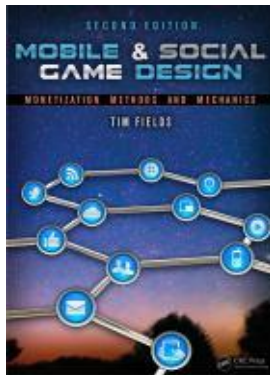
Mobile & social game design: monetization methods and mechanics (2014)
Fields, Tim
CO QA76.76.C672 F553 2014
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Explains how to use the interconnectedness of social networks to make "stickier," more compelling games on all types of devices. Through the book's many design and marketing techniques, strategies, and examples, you will acquire a better understanding of the design and monetization mechanics of mobile and social games as well as working knowledge of industry practices and terminology.
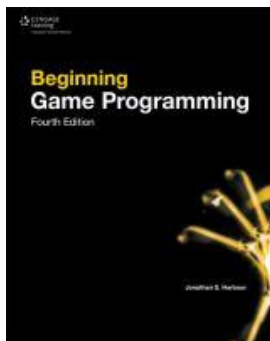
Beginning game programming (2015)
Harbour, Jonathan S.
CO QA76.76.C672 H37 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Introduce you to the fascinating world of game programming for Windows using Visual Studio 2013 and DirectX. The book requires only a basic understanding of the C++ language and provides a solid introduction to DirectX programming. You'll learn the basics of making sprite-based games without getting bogged down in complex 3D rendering. The instruction is step-by-step, building as you go. At the end of the book, you will put your new skills to use creating your own complete, fully functional game.

COMPUTER PROGRAMMING
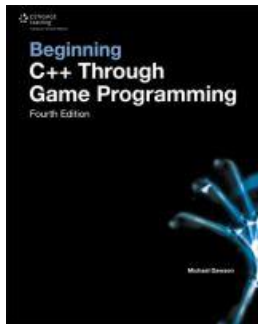
Beginning C++ through game programming (2015)
Dawson, Michael
CO QA76.73.C153 D387 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section

When it comes to game programming, C++ is the name of the game. If you aspire to move from game player to game creator, it all starts with learning the fundamentals of C++ and game-programming basics. With this EDITION, you will find an up-to-date and thorough in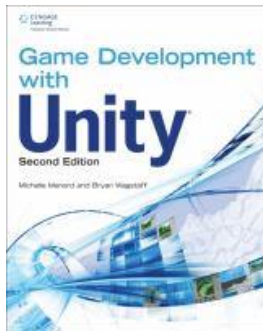troduction to everything you need to get started--with no previous programming experience required. In the new fourth edition of this popular guide to learning C++, you will work with a complete program while learning each new concept and a game program at the end of each chapter.

Game development with unity (2015)
Menard, Michelle, Bryan Wagstaff
CO QA76.76.C672 M455 2015
Located in Fr Jose T Bacatan SJ Library – Circulation Section

The Unity engine game development tool is a multi-platform engine and editor rolled into one. It is an ideal development tool for independent developers and students, and many pro studios turn to it for fast prototyping. Unity allows developers to create a single game and release it on many platforms including Android, iOS, and the web. This completely updated edition is a tutorial-style guide that provides a complete overview of the Unity editor along with step-by-step projects covering every basic functional aspect, from asset importing to publishing.
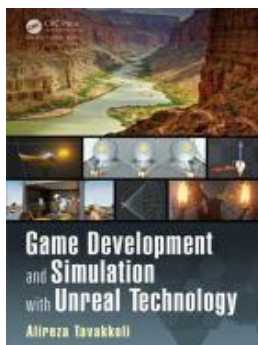
Game development and simulation with unreal technology (2016)
Tavakkoli, Alireza
CO QA76.76.C672 T38 2016
Located in Fr Jose T Bacatan SJ Library – Circulation Section

Explores the use of Unreal Engine 4 (UE4) for the development of real-time digital interactive contents to be used in computerized games or simulations. The engine is considered in three main iterations: from the basic use of the engine to build games and simulation content out of the box, to intermediate design of interactive content by building on the pre-supplied contents from the base engine, and through advanced implementations geared toward a comprehensive understanding of the power of the Unreal Engine.

COMPUTER PROGRAMMING

Science of Computer Programming
Full-text available from 1981 to present
Available in ScienceDirect E-journals

Science of Computer Programming is dedicated to the distribution, via publication of papers and software, of research results in the areas of software systems development, use and maintenance, including the software aspects of hardware design. The journal has a wide scope ranging from the many facets of methodological foundations to the details of technical issues and aspects of industrial practice.

Journal of Computer Languages
Full-text available from 2019 to present
Available in ScienceDirect E-journals

The Journal of Computer Languages (COLA) welcomes papers on all aspects of the design, implementation, and use of computer languages (specification, modelling, programming; textual or visual) and human-centric computing, from theory to practice. Most papers describe original technical research, but the journal also welcome empirical studies and survey articles.

Computer Science Education
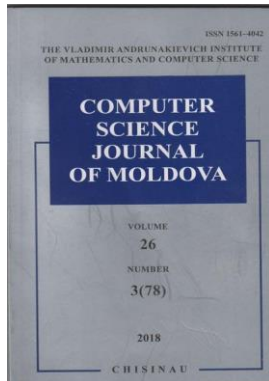Full-text available from 1998 to present
Available in EBSCO E-journals

Presents information on educational research, current & prospective practices & techniques, the teaching experience, experiments with results, & educational software. Covers fields of computer science, computer science & engineering, & software.

COMPUTER PROGRAMMING

Computer Science Journal of Moldova
Full-text available from 2009 to present
Available in EBSCO E-journals

Publishes articles on: Computer System Organization, Software, Theory of Data, Theory of Computing, Computing Methodologies and Applications, Mathematics in relation to Computer Science, Operations Research and Management Science.

Computer Science Review
Full-text available from 2007 to present
Available in ScienceDirect E-journals

Computer Science Review publishes research surveys and expository overviews of open problems in computer science. All articles are aimed at a general computer science audience seeking a full and expert overview of the latest developments across computer science research. Articles from other fields are welcome, as long as their content is relevant to and has impact on the development of computer science. In particular, articles that review the application of well-known Computer Science methods to other areas are in scope only if these articles advance the fundamental understanding of those methods. Contributing authors are expected to be recognized experts in the areas that they survey, have a significant publication record in the specific domain and the experience to provide a clear and well-balanced treatment of the subject.
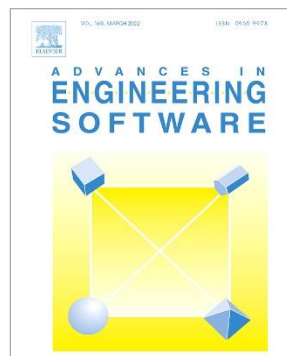
Advances in Engineering Software
Full-text available from 1992 to present
Available in ScienceDirect E-journals

The objective of this journal is to communicate recent and projected advances in computer-based engineering techniques. The fields covered include mechanical, aerospace, civil and environmental engineering, with an emphasis on research and development leading to practical problem-solving.

COMPUTER PROGRAMMING

Computer Speech and Language
Full-text available from 1986 to present
Available in ScienceDirect E-journals

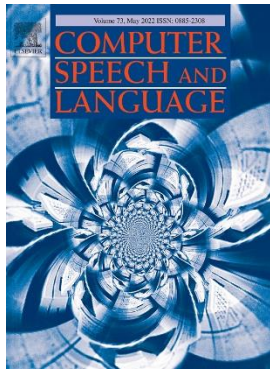Computer Speech & Language publishes reports of original research related to the recognition, understanding, production, coding and mining of speech and language. The speech and language sciences have a long history, but it is only relatively recently that large-scale implementation of and experimentation with complex models of speech and language processing has become feasible. Such research is often carried out somewhat separately by practitioners of artificial intelligence, computer science, electronic engineering, information retrieval, linguistics, phonetics, or psychology. The journal provides a focus for this work, and encourages an interdisciplinary approach to speech and language research and technology. Thus, contributions from all of the related fields are welcomed in the form of reports of theoretical or experimental studies, tutorials, reviews, and brief correspondence pertaining to models and their implementation, or reports of fundamental research leading to the improvement of such models.
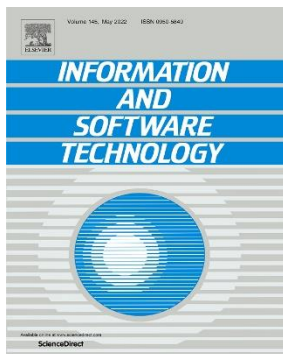
Information and Software Technology
Full-text available from 1987 to present
Available in ScienceDirect E-journals

Information and Software Technology is the international archival journal focusing on research and experience that contributes to the improvement of software development practices. The journal's scope includes methods and techniques to better engineer software and manage its development. Articles submitted for review should have a clear component of software engineering or address ways to improve the engineering and management of software development.

Journal of Systems and Software
Full-text available from 1979 to present
Available in ScienceDirect E-journals

The Journal of Systems and Software publishes papers covering all aspects of software engineering. All articles should provide evidence to support their claims, e.g. through empirical studies, simulation, formal proofs or other types of validation.

COMPUTER PROGRAMMING

Software Impacts
Full-text available from 2019 to present
Available in ScienceDirect E-journals

Software Impacts is a multidisciplinary, open access, peer-reviewed journal that publishes short, articles that describe software, which addresses a research challenge. The journal describes the application of impactful and re-usable software and provides a scholarly reference. Publications in Software Impacts consist of two parts: A short descriptive paper of approximately three pages, including an Impact Overview statement and references to scholarly publications where the software has been used; Open source software with support material.

SoftwareX
Full-text available from 2015 to present
Available in ScienceDirect E-journals

SoftwareX aims to acknowledge the impact of software on today's research practice, and on new scientific discoveries in almost all research domains. SoftwareX also aims to stress the importance of the software developers who are, in part, responsible for this impact. The software is given a stamp of scientific relevance, and provided with a peer-reviewed recognition of scientific impact; the software developers are given the credits they deserve; the software is citable, allowing traditional metrics of scientific excellence to apply; The academic career paths of software developers are supported rather than hindered; The software is publicly available for inspection, validation, and re-use.

Computerworld
Full-text available from 1996 to 2016
Available in elibraryUSA (Gale Academic OneFile) E-journals

For information technology (IT) executives and professionals at medium-size to large companies. Reports on developments in hardware, software, networking, and systems, as well as industry news and trends. Content includes in-depth reports, commentary and editorials, addressing such topics as data management, e-business, mobile and wireless, networking, operating systems, data management and storage, and IT management, among others.

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Computer Graphics World
Full-text available from 1983 to 2017
Available in elibraryUSA (Gale Academic OneFile) E-journals

A journal devoted to computer-generated imagery. Topics addressed include image processing, CAD-CAM, graphic arts, computerized modeling and software, multimedia and animation, for users and vendors of computer graphics software, hardware and services, computer imagery as an art medium. Includes product reviews.
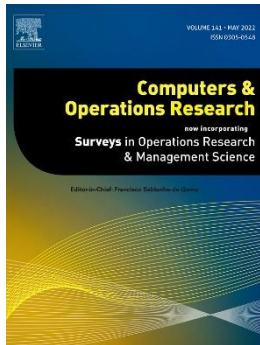
Computers & Operations Research
Full-text available from 1983 to present
Available in elibraryUSA (Gale Academic OneFile) E-journals

Journal on the application of computers and operations research techniques to societal problems in the fields of ecology, transportation, safety, reliability, urban planning, economics, inventory control, investment strategy, and military analysis.

Computer Journal
Full-text available from 2007 to present
Available in EBSCO E-journals

Contains practical accounts of developments & their likely impact, shorter communications & review articles.
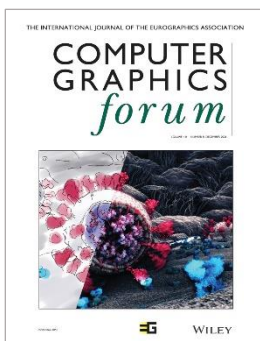
Computer Graphics Forum
Full-text available from 2006 to present
Available in elibraryUSA (Gale Academic OneFile) E-journals

Computer graphics; Computer science

COMPUTER PROGRAMMING

Computer Languages, Systems & Structures
Full-text available from 2002 to 2018
Available in EBSCO and ScienceDirect E-journals

Coverage of advances in programming languages, systems, structures, and theories. Topics include syntax, parsing, compilers, complexities, computability, semantics, and automatic programming languages.
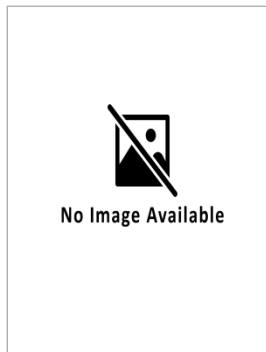
Computer Science - Research and Development
Full-text available from 2011 to present
Available in elibraryUSA (Gale Academic OneFile) E-journals

Provides information on computer science, computer hardware, computer systems organization, communication networks, software engineering, programming and operating systems, data structures, cryptology, information theory and theory of computation.
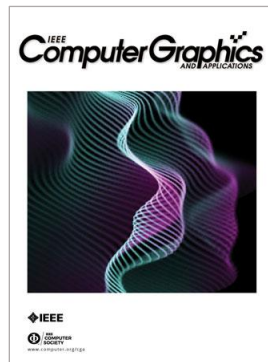
IEEE Computer Graphics and Applications
Full-text available from 1983 to 2016
Available in elibraryUSA (Gale Academic OneFile) E-journals

Magazine addressing the interests and needs of professional designers and users of computer graphics hardware, software, and systems.

Exploring the Motivation of Livestreamed Users in Learning Computer Programming and Coding (2021)
Hong Huang, Yongji Li
Electronic Journal of e Learning, Vol. 19 Issue 5, pp. 363-375.
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The Effect of Robotic Programming on Coding Attitude and Computational Thinking Skills toward Self-Efficacy Perception (2021)
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Journal of Learning and Teaching in Digital Age, vol. 6 no. 2, pp. 101-116.
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Ladias, Anastasios [and four others]
Themes in eLearning, vol. 14, pp. 31-41.
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Kynigos, Chronis, Marianthi Grizioti,
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Science of Computer Programming, Vol. 205, 1 May 2021, 102609
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The Need for an Internally Developed Intrusion Detection System for Web Servers (2020)
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An Open-Source Tool to Support the Quantitative Assessment of Cyber Security for Software Intensive System Acquisition (2017)
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Available in elibraryUSA (JSTOR) E-articles

Securing Software Defined Networking (2017)
B Sovereign
Journal of Information Warfare, Vol. 16, No. 2 (Spring 2017), pp. 56-65.
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Conception of a program for prevention of the dangers related to wind turbines using PYTHON (2018)
Merouane Hadjij, Benfekir Abderrahim and Zoubida Lounis
Wind Engineering, Vol. 42, No. 5 (October 2018), pp. 458-466.
Available in elibraryUSA (JSTOR) E-articles

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EBSCOhost. search.ebscohost.com
- **Academic Search Complete**
  The world's most valuable and comprehensive scholarly, multi-disciplinary full-text database, with more than 8,500 full-text periodicals, including more than 7,300 peer-reviewed journals. The database features PDF content going back as far as 1887, with the majority of full text titles in native (searchable) PDF format.

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- **Computer Source**
  It provides researchers with the latest information and current trends in high technology. This database offers full text for nearly 300 publications and indexing and abstracts for nearly 450 publications.

- **Computers & Applied Science Complete**
  The database covers the research and development spectrum of the computing and applied sciences disciplines. CASC provides indexing and abstracts for nearly 2,200 academic journals, professional publications, and other reference sources from a diverse collection. Full text is also available for more than 1,000 periodicals.

- **OpenDissertations**
  An open-access database built to assist researchers in locating both historic and contemporary dissertations and theses. Created with the generous support of the H.W. Wilson Foundation and the Congregational Library & Archives in Boston, it incorporates EBSCO's previously released American Doctoral Dissertations, and features additional dissertation metadata contributed by select colleges and universities from around the world. Providing researchers with citations to graduate research across a span of time, this database will continue to grow through regular updates and new partnerships with graduate degree-granting institutions.

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  Provides millions of articles from over 17,000 scholarly journals and other authoritative sources, including videos from BBC Worldwide Learning to thousands of podcasts and transcripts from CNN. It includes more than 11,000 peer-reviewed journals and major reference sets.

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COMPUTER PROGRAMMING

SEARCH HINT:

To further your search on Computer Programming, use the keyword/s below:

> **computer programming**
>
> **"computer programming"**   or   **computer+programming**
>
> **"programming language"**   or   **programming+language**

You may also use other keywords related to Computer Programming:

Broader terms:	Computer science
	Computer engineering
	Computer programming language
	Computer algorithms
	Electronic data processing
Narrower terms:	Object-oriented programming
	Computer assisted instruction programming
	Computer gaming programming
	Embedded computer systems – programming
	Functional programming
	Internet programming
	Intranet programming
	Logic programming
	Mathematical programming
	Robot programming
	Software maintenance
Related terms:	Programming languages
	Programming software
	System development
	Software engineering
	Software technology
	Computer technology
Used for:	COMPUTERS -- Programming
	CODING (Computer programming)
	ELECTRONIC computer programming
	PROGRAMMING (Computer science)

Compiler:
Agnes S. Lim | March 3, 2022

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