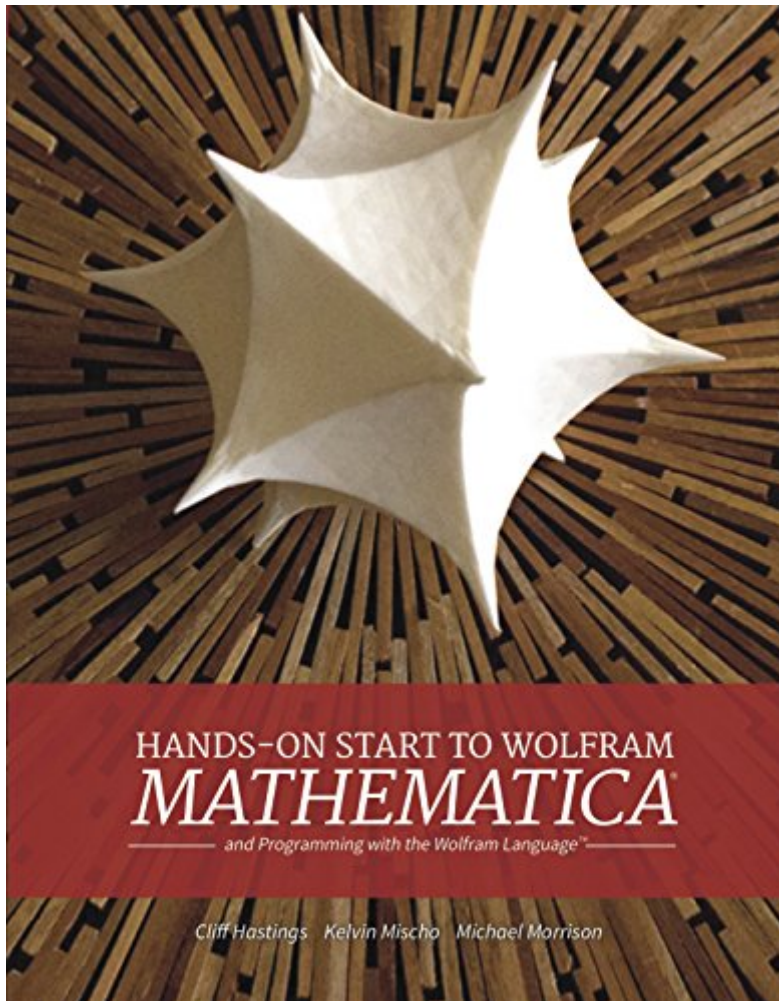


The book was found

# Hands-On Start To Wolfram Mathematica: And Programming With The Wolfram Language



## Synopsis

For more than 25 years, Mathematica has been the principal computation environment for millions of innovators, educators, students, and others around the world. This book is an introduction to Mathematica. The goal is to provide a hands-on experience introducing the breadth of Mathematica, with a focus on ease of use. Readers get detailed instruction with examples for interactive learning and end-of-chapter exercises. Each chapter also contains authors tips from their combined 50+ years of Mathematica use.

## Book Information

File Size: 25283 KB

Print Length: 469 pages

Publisher: Wolfram Media (December 4, 2015)

Publication Date: December 4, 2015

Sold by: Digital Services LLC

Language: English

ASIN: B018YRHJWM

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #122,641 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #81

in Kindle Store > Kindle eBooks > Computers & Technology > Software #83 in Books >

Computers & Technology > Software > Mathematical & Statistical #313 in Kindle Store > Kindle

eBooks > Nonfiction > Science > Mathematics

## Customer Reviews

Wolfram's Hand-On Start to Wolfram Mathematica is a much needed introduction to Mathematica 10. It's been a good long time since Wolfram published a manual to its computational masterpiece so this certainly helps a lot. This is a workbook that hobbyists and professionals can learn the basics of Mathematica. Mathematica is a huge program with nearly 5,000 functions. The last time Wolfram produced a hard copy manual was Mathematica Book, Fifth Edition. With 1464 pages it went over all the functions of the for the Mathematica 5.0 and came out in 2003. It was truly an math encyclopedia. It was also quite well written and an excellent textbook. In the intervening twelve

years the number of functions has more than doubled. So a manual like the Mathematica Book would be a true encyclopedia with over five thousand pages. So, the manual is now part of the extensive help menu along with a library of pdf books. Some of us would still prefer a paper edition. This fills that need. The text is divided into two parts, the first part goes over the basics of Mathematica. How to use the program. The Wolfram language conventions. How to use the word processor function, graphs, and how to create demonstrations. The second part is a closer examination of various concepts in depth. Such as algebraic manipulation, calculus, export and import of data. Since Mathematica keeps everything and only makes additions to the big program, users of older editions of Mathematica can still find a lot of good information. The text is clear with wide margins, the authors used color effectively, and pointed the Mathematica user to resources contained online and in the program itself. This is a must have book for any Mathematica user. I recommend it highly.

There's little material that isn't already online at Wolfram. The book promises an answer key to the exercises if you send in the "unique code" in the book, and there is no explanation of what that code is or where to find it, and an email to the authors has gone unanswered. Worst of all---and this is just inexcusable---there is no index! There is a hint that they may provide this in electronic form, which would at least be searchable, but at this point, I can't recommend this book. Update: The authors did reply with an answer key for the exercises, and an electronic version of the book may be out by "the end of the year", and I agree this is a useful introduction to Mathematica and one of the few (only?) such for recent Mathematica versions. But still, no index?

After going through the first hundred pages, I felt obliged to write a review to advise anyone new to Mathematica to buy this book. I have been through several other books which have been useful, but this book covers many critically important topics that are not covered elsewhere. Other books focus on using the Mathematica language for input and leaves you trying to memorize commands and how they are used. But by using free form input, autocompletion, command templates, suggestion bars, learning how to work with units, etc, you will accelerate your ability to solve problems. In addition I've not seen word processing and typesetting explained elsewhere. I've only glanced through the rest of the book, but it equally informative. By the way, the unique code is on the inside of the back cover.

it's excellent. it's the best textbook about Mathematica I have ever read. And I am a Mathematica

user since Version 1. That is more than 25 years. And even after writing a lot of programs, packages and personal functions, I still find it useful for me. Imagine the usefulness for a beginner..In all these long 25 years I purchased a good number of texts about Mathematica, in addition to all the manuals Wolfram published till version 5.,including Reference Guides.Books written by Gray, Glynn, Ruskeepaa,, Maeder, Blachman, Trott, Wellin, Shaw, Tigg, all excellent books, but, in my opinion, not written with the new users in their mind. Let me ask you. Do you tried ever to read a Dictionary?. Your answer will most probably be : NO. You don't read dictionaries. You open them only when you need them.. That's the case with the majority of these texts. You open them when you need to learn how to deal with a command you are interested in when writing your code. These books try to be exhaustive, but it is impossible to be exhaustive with a system like Mathematica.This Hands-on-Start to Wolfram Mathematica is the first book about Mathematica I really enjoyed reading, and not opening it only to learn a specified command. New users will surely enjoy reading it and in the meanwhile learn a lot, without being intimidated by the complexities of Mathematica. For me, the most impressive achievement of the authors is the user friendly way they wrote this book, due surely to their profound interest to help the readers understand how to use Mathematica. Of course the book do not try to be exhaustive. It would be impossible.trying to be.exhaustive and at the same time be a book that teach how to start using Mathematica. I hope the authors will continue with their efforts to teachnew users, and also not so new ones. how to take the best Mathematica has to offer..

[Download to continue reading...](#)

Hands-On Start to Wolfram Mathematica: and Programming with the Wolfram Language Hands-On Start to Wolfram Mathematica Getting Started with Wolfram Language and Mathematica for Raspberry Pi Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Raspberry Pi 3: Get Started With Raspberry Pi 3 - A Simple Guide To Understanding And Programming Raspberry Pi 3 (Raspberry Pi 3 User Guide, Python Programming, Mathematica Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) R Programming:

Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1) Body Language: Body Language Training - Attract Women & Command Respect, by Mastering Your High Status Body Language (Body Language Attraction, Body Language ... Language Secrets, Nonverbal Communication) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) FORTRAN Programming success in a day: Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) Parallel Programming: Success in a Day: Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) MYSQL Programming Professional Made Easy 2nd Edition: Expert MYSQL Programming Language Success in a Day for any Computer User! (MYSQL, Android programming, ... JavaScript, Programming, Computer Software) An Elementary Introduction to the Wolfram Language

[Dmca](#)