

Introduction To Mathematica 9 User Guide

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Introduction to Mathematica - Duke University

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A notebook mixing text, graphics and Mathematica input and output. When Mathematica is first started, it displays an empty notebook with a blinking cursor. You can start typing right away. Mathematica by default will interpret your text as input. You enter Mathematica input into the notebook, then type Shift+Return to make Mathematica process your input.

Mathematica Tutorial: Notebooks And Documents

This is a simple video introduction to Mathematica.

Introduction to Mathematica - YouTube

Learn to use Wolfram Notebooks for computation, programming, generating reports, creating presentations. See how to style notebooks, create interactive interfaces and deploy to desktop, web or mobile.

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.

The Wolfram Language represents a major advance in programming languages that makes leading-edge computation accessible to everyone. Unique in its approach of building in vast knowledge and automation, the Wolfram Language scales from a single line of easy-to-understand interactive code to million-line production systems. This book provides an elementary introduction to the Wolfram Language and modern computational thinking. It assumes no prior knowledge of programming, and is suitable for both technical and non-technical college and high-school students, as well as anyone with an interest in the latest technology and its practical application.

Starting with an introduction to the numerous features of Mathematica®, this book continues with more complex material. It provides the reader with lots of examples and illustrations of how the benefits of Mathematica® can be used. Composed of eleven chapters, it includes the following: A chapter on several sorting algorithms Functions (planar and solid) with many interesting examples Ordinary differential equations Advantages of Mathematica® dealing with the Pi number The power of Mathematica® working with optimal control problems Introduction to Mathematica® with Applications will appeal to researchers, professors and students requiring a computational tool.

Free Mathematica 10 Update Included! Now available from www.wiley.com/go/magrab Updated material includes: - Creating regions and volumes of arbitrary shape and determining their properties: arc length, area, centroid, and area moment of inertia - Performing integrations, solving equations, and determining the maximum and minimum values over regions of arbitrary shape - Solving numerically a class of linear second order partial differential equations in regions of arbitrary shape using finite elements An Engineer's Guide to Mathematica enables the reader to attain the skills to create Mathematica 9 programs that solve a wide range of engineering problems and that display the results with annotated graphics. This book can be used to learn Mathematica, as a companion to engineering texts, and also as a reference for obtaining numerical and symbolic solutions to a wide range of engineering topics. The material is presented in an engineering context and the creation of interactive graphics is emphasized. The first part of the book introduces Mathematica's syntax and commands useful in solving engineering problems. Tables are used extensively to illustrate families of commands and the effects that different options have on their output. From these tables, one can easily determine which options will satisfy one's current needs. The order of the material is introduced so that the engineering applicability of the examples increases as one progresses through the chapters. The second part of the book obtains solutions to representative classes of problems in a wide range of engineering specialties. Here, the majority of the solutions are presented as interactive graphics so that the results can be explored parametrically. Key features: Material is based on Mathematica 9 Presents over 85 examples on a wide range of engineering topics, including vibrations, controls, fluids, heat transfer, structures, statistics, engineering mathematics, and optimization Each chapter contains a summary table of the Mathematica commands used for ease of reference Includes a table of applications summarizing all of the engineering examples presented. Accompanied by a website containing Mathematica notebooks of all the numbered examples An Engineer's Guide to Mathematica is a must-have reference for practitioners, and graduate and undergraduate students who want to learn how to solve engineering problems with Mathematica.

The basics of computer algebra and the language of Mathematica are described in this textbook, leading towards an understanding of Mathematica that allows the reader to solve problems in physics, mathematics, and chemistry. Mathematica is the most widely used system for doing mathematical calculations by computer, including symbolic and numeric calculations and graphics. It is used in physics and other branches of science, in mathematics, education and many other areas.

The unique feature of this compact student's introduction is that it presents concepts in an order that closely follows a standard mathematics curriculum, rather than structure the book along features of the software. As a result, the book provides a brief introduction to those aspects of the Mathematica software program most useful to students. The second edition of this well loved book is completely rewritten for Mathematica 6 including coverage of the new dynamic interface elements, several hundred exercises and a new chapter on programming. This book can be used in a variety of courses, from precalculus to linear algebra. Used as a supplementary text it will aid in bridging the gap between the mathematics in the course and Mathematica. In addition to its course use, this book will serve as an excellent tutorial for those wishing to learn Mathematica and brush up on their mathematics at the same time.

The breadth of information about operations research and the overwhelming size of previous sources on the subject make it a difficult topic for non-specialists to grasp. Fortunately, Introduction to the Mathematics of Operations Research with Mathematica®, Second Edition delivers a concise analysis that benefits professionals in operations research and related fields in statistics, management, applied mathematics, and finance. The second edition retains the character of the earlier version, while incorporating developments in the sphere of operations research, technology, and mathematics pedagogy. Covering the topics crucial to applied mathematics, it examines graph theory, linear programming, stochastic processes, and dynamic programming. This self-contained text includes an accompanying electronic version and a package of useful commands. The electronic version is in the form of Mathematica notebooks, enabling you to devise, edit, and execute/reexecute commands, increasing your level of comprehension and problem-solving. Mathematica sharpens the impact of this book by allowing you to conveniently carry out graph algorithms, experiment with large powers of adjacency matrices in order to check the path counting theorem and Markov chains, construct feasible regions of linear programming problems, and use the "dictionary" method to solve these problems. You can also create simulators for Markov chains, Poisson processes, and Brownian motions in Mathematica, increasing your understanding of the defining conditions of these processes. Among many other benefits, Mathematica also promotes recursive solutions for problems related to first passage times and absorption probabilities.

This practical, example-driven introduction teaches the foundations of the Mathematica language so it can be applied to solving concrete problems.

The unique feature of this compact student's introduction to Mathematica® and the Wolfram Language™ is that the order of the material closely follows a standard mathematics curriculum. As a result, it provides a brief introduction to those aspects of the Mathematica® software program most useful to students. Used as a supplementary text, it will help bridge the gap between Mathematica® and the mathematics in the course, and will serve as an excellent tutorial for former students. There have been significant changes to Mathematica® since the second edition, and all chapters have now been updated to account for new features in the software, including natural language queries and the vast stores of real-world data that are now integrated through the cloud. This third edition also includes many new exercises and a chapter on 3D printing that showcases the new computational geometry capabilities that will equip readers to print in 3D.

Just out, the long-awaited Release 2.0 of Mathematica. This new edition of the complete reference was released simultaneously and covers all the new features of Release 2.0. Includes a comprehensive review of the increased functionality of the program. Annotation copyrighted by Book News, Inc., Portland, OR

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