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This manual introduces the basic Maple™ programming concepts, such as expressions, data structures, looping and decision mechanisms, procedures, input and output, debugging, and Maplets.

Audience As a Maple user, you may have only used Maple interactively, written Maple programs, or programmed in another computer language.

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On page 121 of the 2007 edition of the Maple 11 Introductory Programming Guide in section 3.6 Exercises, problem 3, it says: "... Find the inverse of  $(a*b)/c + ((a-d)/(b*e))*I$  in standard form, where a, b, c, d and e are real." Here is my failed attempt: [View 4937\\_Problem\\_3.mw](#) on MapleNet or [Download 4937\\_Problem\\_3.mw](#) [View file details](#) TIA

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- The Maple Advanced Programming Guide extends the basic Maple programming concepts to more advanced topics, such as modules, input and output, numerical programming, graphics programming, and compiled

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**Guide.** In addition to the manuals, Maple has an online help system featuring examples that you can copy, paste, and execute immediately.

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structures, looping and  
decision mechanisms,  
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Page 10/23

The fully revised edition of this best-selling title presents the modern computer algebra system Maple. It teaches the reader not only what can be done by Maple but also how and why it can be done. It provides the necessary background for those who want the most of Maple or want to extend its built-in knowledge, and it includes both elementary and more sophisticated examples



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as well as many exercises.

This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple

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Guides for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

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**Guide** and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

This introduction to cryptography employs a

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programming-oriented approach to study the most important cryptographic schemes in current use and the main cryptanalytic attacks against them. Discussion of the theoretical aspects, emphasizing precise security definitions based on methodological tools such as complexity and randomness, and of the mathematical aspects, with emphasis on number-theoretic algorithms and their applications to cryptography and cryptanalysis, is integrated with the programming approach, thus providing implementations of the algorithms and schemes as

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well as examples of realistic size. A distinctive feature of the author's approach is the use of Maple as a programming environment in which not just the cryptographic primitives but also the most important cryptographic schemes are implemented following the recommendations of standards bodies such as NIST, with many of the known cryptanalytic attacks implemented as well. The purpose of the Maple implementations is to let the reader experiment and learn, and for this reason the author includes numerous examples. The book discusses

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important recent subjects such as homomorphic encryption, identity-based cryptography and elliptic curve cryptography. The algorithms and schemes which are treated in detail and implemented in Maple include AES and modes of operation, CMAC, GCM/GMAC, SHA-256, HMAC, RSA, Rabin, Elgamal, Paillier, Cocks IBE, DSA and ECDSA. In addition, some recently introduced schemes enjoying strong security properties, such as RSA-OAEP, Rabin-SAEP, Cramer--Shoup, and PSS, are also discussed and implemented. On the cryptanalysis side, Maple implementations and examples

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are used to discuss many important algorithms, including birthday and man-in-the-middle attacks, integer factorization algorithms such as Pollard's rho and the quadratic sieve, and discrete log algorithms such as baby-step giant-step, Pollard's rho, Pohlig--Hellman and the index calculus method. This textbook is suitable for advanced undergraduate and graduate students of computer science, engineering and mathematics, satisfying the requirements of various types of courses: a basic introductory course; a theoretically oriented course whose focus is on the

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Guide  
precise definition of security concepts and on cryptographic schemes with reductionist security proofs; a practice-oriented course requiring little mathematical background and with an emphasis on applications; or a mathematically advanced course addressed to students with a stronger mathematical background. The main prerequisite is a basic knowledge of linear algebra and elementary calculus, and while some knowledge of probability and abstract algebra would be helpful, it is not essential because the book includes the necessary background from these



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Subjects and, furthermore, explores the number-theoretic material in detail. The book is also a comprehensive reference and is suitable for self-study by practitioners and programmers.

This book constitutes the refereed proceedings of the third Maple Conference, MC 2019, held in Waterloo, Ontario, Canada, in October 2019. The 21 revised full papers and 9 short papers were carefully reviewed and selected out of 37 submissions, one invited paper is also presented in the volume. The papers included in this book cover

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Topics in education,  
algorithms, and applications  
of the mathematical software  
Maple.

Today, scientific computing  
and data analysis play an  
integral part in most  
scientific disciplines  
ranging from mathematics and  
biology to imaging  
processing and finance. With  
GNU Octave you have a highly  
flexible tool that can solve  
a vast number of such  
different problems as  
complex statistical analysis  
and dynamical system  
studies. The GNU Octave  
Beginner's Guide gives you  
an introduction that enables  
you to solve and analyze

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Complicated numerical problems. The book is based on numerous concrete examples and at the end of each chapter you will find exercises to test your knowledge. It's easy to learn GNU Octave, with the GNU Octave Beginner's Guide to hand. Using real-world examples the GNU Octave Beginner's Guide will take you through the most important aspects of GNU Octave. This practical guide takes you from the basics where you are introduced to the interpreter to a more advanced level where you will learn how to build your own specialized and highly optimized GNU Octave toolbox

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package. The book starts by introducing you to work variables like vectors and matrices, demonstrating how to perform simple arithmetic operations on these objects before explaining how to use some of the simple functionality that comes with GNU Octave, including plotting. It then goes on to show you how to write new functionality into GNU Octave and how to make a toolbox package to solve your specific problem. Finally, it demonstrates how to optimize your code and link GNU Octave with C and C++ code enabling you to solve even the most computationally demanding

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**Tasks.** After reading GNU Octave Beginner's Guide you will be able to use and tailor GNU Octave to solve most numerical problems and perform complicated data analysis with ease.

This elegant programming primer teaches K-12 students to code through more than 100 graded examples, each one illustrated in color. The second edition includes an appendix with a tutorial in CoffeeScript. Written by a computer scientist to teach his own children to program, the book is designed for inductive learning. The illustrated programs come with no

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Expository text. Instead, the sequence of projects introduce increasingly sophisticated concepts by example. Each one invites customization and exploration. The book begins by suggesting a simple program to draw a line. Subsequent pages introduce core concepts in computer science: loops, functions, recursion, input and output, numbers and text, and data structures. The more advanced material introduces concepts in randomness, animation, HTML5, jQuery, networking, and artificial intelligence.

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