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4 Chapter 1 Introduction to Computers and

Programming Figure 1-3 The ENIAC computer (courtesy of U.S. Army Historic Computer Images) Figure 1-4 A lab technician holds a modern microprocessor (photo courtesy of Intel Corporation) Main Memory You can think of main memoryas the computer's work area. This is where the computer

CHAPTER Introduction to Computers and Programming
Chapter 1: Introduction to Computers and Programming 2019 – 2020, Semester 2 Ho Chi Minh City University of Technology Faculty of

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C++ program #include <iostream> using
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Chapter 1 Introduction This chapter gives a brief introduction to programming in general (what is programming, and why should we know how to program?) before introducing the R programming language and its history. 1.1 Programming Programming is the way of telling a computer how to do certain things by giving it (unambiguous) instructions.

Chapter 1 Introduction | Introduction to Programming with R

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