
Contents

- Preface · ix
- I Programming with *Mathematica* · 1
 - I.1 Introduction to programming · 2
 - Your first Mathematica program · Programming paradigms · Creating programs*
 - I.2 Getting started · 8
 - Starting and running Mathematica · Mathematical expressions · Functions · Lists · Semicolons · Alternative input syntax · Comments · Exercises*
 - I.3 Getting help · 15
 - Errors · Getting out of trouble · Function information · Documentation*
 - I.4 Notes and further reading · 18
- 2 The *Mathematica* language · 19
 - 2.1 Expressions · 20
 - Atoms · Normal expressions · Display of expressions · Evaluation of expressions · Compound expressions · Nesting expressions · Exercises*
 - 2.2 Numbers · 33
 - Types of numbers · Digits and number bases · Random numbers · Exercises*
 - 2.3 Definitions · 41
 - Defining variables and functions · Immediate vs. delayed assignments · Compound functions · Functions with multiple definitions · Exercises*
 - 2.4 Predicates and Boolean operations · 49
 - Predicates · Relational and logical operators · Exercises*
 - 2.5 Attributes · 55
 - Listable · Hold attributes · Protected · Exercises*
 - 2.6 Notes and further reading · 57

- 3 Lists and associations · 59
 - 3.1 Creating and displaying lists · 60
 - List structure and syntax · List construction · Displaying lists · Arrays · Exercises*
 - 3.2 Testing and measuring lists · 69
 - Testing a list · Measuring lists · Exercises*
 - 3.3 Operations on lists · 72
 - Extracting elements · Applying functions to lists · Rearranging lists · List component assignment · Multiple lists · Exercises*
 - 3.4 Associations · 85
 - Creating and displaying associations · Operations on associations · Creating a bibliography · Exercises*
 - 3.5 Differences from other languages · 91
 - 3.6 Notes and further reading · 93

- 4 Patterns and rules · 95
 - 4.1 Patterns · 96
 - Blanks · Pattern matching by type · Explicit pattern matching · Structured patterns · Sequence pattern matching · Conditional pattern matching · Shorthand notation · Alternatives · Repeated patterns · Functions that use patterns · Exercises*
 - 4.2 Transformation rules · 111
 - Creating and using replacement rules · Applying transformation rules · Exercises*
 - 4.3 Examples · 116
 - Counting coins · Filtering and extracting data · Perimeter · Triangle area · Finding parts of expressions · Sorting a list · Sunspot activity · Exercises*
 - 4.4 Notes and further reading · 130

- 5 Functions · 131
 - 5.1 Functions for manipulating expressions · 132
 - Map · Apply · Thread and MapThread · Listability · Inner and Outer · Select and Pick · Exercises*
 - 5.2 Iterating functions · 144
 - Nest · FixedPoint · NestWhile · Fold · Exercises*
 - 5.3 Recursive functions · 150
 - Fibonacci numbers · Thinking recursively · Dynamic programming · Exercises*
 - 5.4 Loops and flow control · 157
 - Conditional functions · Piecewise-defined functions · Which and Switch · Argument checking · Do and For loops · While loops · Exercises*

- 5.5 Pure functions · 174
 - Syntax of pure functions · Multiple arguments · Pure predicate functions · Indexing with pure functions · Newton revisited · Example: searching for attributes · Exercises*
- 5.6 Examples · 188
 - Hamming distance · The Josephus problem · Protein interaction networks · Operating on arrays · Enumerating binary matrices · Clustering data · Exercises*
- 5.7 Notes and further reading · 206

- 6 Programs · 207
 - 6.1 Scoping constructs · 208
 - Localizing names: Module · Localizing values: Block · Localizing constants: With · Matrix manipulation · Exercises*
 - 6.2 Options and messages · 215
 - Options · Messages · Exercises*
 - 6.3 Examples · 221
 - Sieve of Eratosthenes · Radius of gyration · Lag plots · Random walks · Exercises*
 - 6.4 Notes and further reading · 239

- 7 Strings · 241
 - 7.1 Structure and syntax · 242
 - Display of strings · Testing strings · Measuring strings · Character codes · Exercises*
 - 7.2 Operations on strings · 245
 - Basic string operations · Strings vs. lists · Encoding text · Anagrams · Exercises*
 - 7.3 String patterns · 253
 - Finding subsequences with strings · Alternatives · Exercises*
 - 7.4 Regular expressions · 259
 - Contractions · Exercises*
 - 7.5 Examples · 266
 - Abecedarian words · Random strings · Partitioning strings · DNA sequence analysis · Displaying DNA sequences · Blanagrams · Exercises*
 - 7.6 Notes and further reading · 279

- 8 Graphics and visualization · 281
 - 8.1 The graphics language · 282
 - Primitives · Directives · Options · Three-dimensional graphics · Structure of built-in graphics functions · Exercises*
 - 8.2 Dynamic graphics · 290
 - Manipulate and locators · Dynamic building blocks · Exercises*
 - 8.3 Efficient structures · 301
 - Multi-objects · GraphicsComplex · Numeric vs. symbolic expressions · Exercises*
 - 8.4 Examples · 312
 - Root plots · Venn diagrams · Dot plots · Hypocycloids · Space-filling plots · Simple closed paths · Points in a polygon · Triangle centers · Exercises*
 - 8.5 Notes and further reading · 342
- 9 Program optimization · 343
 - 9.1 Efficient programs · 344
 - Low-level vs. high-level functions · Pattern matching · Reducing size of computation · Symbolic vs. numeric computation · Listability · Packed arrays · Pure functions · Built-in pure functions · Exercises*
 - 9.2 Parallel processing · 364
 - Basic examples · Profiling · Exercises*
 - 9.3 Compiling · 370
 - Compile · Compiling to C · Exercises*
 - 9.4 Notes and further reading · 376
- 10 Packages · 377
 - 10.1 Working with packages · 377
 - Loading and using packages · Package location*
 - 10.2 Creating packages · 380
 - Contexts · Package framework · Creation and deployment*
 - 10.3 RandomWalks package · 387
 - Package source code · Running the package · Exercises*
 - 10.4 Notes and further reading · 392
- Bibliography · 393
- Index · 402