QuickBASIC Programming for Scientists and Engineers

Joseph H. Noggle

QuickBASIC Programming for Scientists and Engineers teaches the subject from the ground up, using Microsoft QuickBASIC, a modern, fast, easy-to-learn and easy-to-use programming language. The book teaches by example, and the examples used are of particular relevance to students and graduates in science and engineering. You need only a computer, any IBM-compatible microcomputer with a graphics board, 640 K RAM, and DOS 3+, and a copy of Microsoft QuickBASIC (version 4 or later).

The book teaches the basics, and then makes the leap toward sophisticated and powerful programs easy by providing a diskette containing pretested procedures for important operations such as:

- Graphing (screen, printers, plotters)
- Data Entry/Edit/Save/Retrieve
- File Management
- Linear Regression
- Nonlinear Regression
- Cubic Spline Interpolation
- Romberg Integration
- Solving Differential Equations
- Fourier Transforms

With these routines, you get many of the advantages of a spreadsheet, but with a simpler, more powerful programming language.

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