This book aims to capture the fundamentals of computer programming without tying the topic to any specific programming language. To the best of the authors' knowledge there is no such book in the market.

This book is for anyone planning to take a college or graduate course in interactive media or visual computing, and for self-study. A friendly approach makes it easy to learn the material, and the self-contained tutorials and exercises require no prior experience. The book is an ideal starting point for students with no previous exposure to any programming language. No previous experience required—this book is for the true programming beginner!

The book covers techniques and computer science fundamentals that range from basic algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the Processing environment. It is designed for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction...