

Re: What Math Is Needed for Programming?

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java/2005-06/msg00002.html>

- *From:* "Brian Bailey" <brian@xxxxxxxxxxx>
 - *Date:* Sat, 4 Jun 2005 17:38:32 -0600
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Bibby,

Please remember that the two purposes of a math class are to:

1. Teach you the math.
2. Teach you to think abstractly.

It's the second purpose that is primarily important for software development.

But, as others have said, the first purpose may be necessary to solve specific problems. I would definitely recommend some Discrete Mathematics, which deals with set theory, logic (and, or, xor, etc.), trees, and graphs. Set theory and logic come are a big part of interacting with databases (especially in debugging your queries). Logic is always important in functional programming languages. Trees and graphs can be important in architecture, design, and general problem-solving.

Other specific math skills (e.g., geometry) may be important depending on the domain you are programming in. For example, one problem I had to solve recently involved finding the distance between two points on a map. The Pythagorean (sp?) theorem from geometry saved my bacon there.

Good luck,
Brian

"Bibby" <bibby@xxxxxxxxxxx> wrote in message
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- > I'm interesting in studying OOP programming languages on my own: C, C++,
- > Java. I haven't studied the big 4 math subjects in my last year of high
- > school, Calculus, Algebra, Geometry, Statistics. Which of these subjects
- > would I need to be able to understand some of more advanced concepts I may
- > encounter in my studies. Do I necessarily need any of them at all?
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- > Thanks
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- > PA
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