

Re: What Math Is Needed for Programming?

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java/2005-06/msg00015.html>

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<posted & mailed>

Algebra for simple standard programming.
Geometry for graphics work.
Statistics for data analysis.
Calculus for games and simulations.

Bibby wrote:

> 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?
>
> Thanks
>
> PA

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 - Previous by thread: [***Re: What Math Is Needed for Programming?***](#)
 - Next by thread: [***Re: Old Java JDK !!!***](#)
 - Index(es):
 - ◆ [***Date***](#)
 - ◆ [***Thread***](#)