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KEY=HOW - LILIANNA PRECIOUS

C

How to Program

Prentice Hall The Deitels' 'How to Program' books offer unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This complete, authoritative introduction to C programming offers treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs.

C++ how to Program

Late Objects Version

Prentice Hall On t.p. of previous ed., H.M. Deitel's name appears first.

C

How to Program

Prentice Hall For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

C

How to Program C How to Program

Pearson This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

Java How to Program

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

C++ How to Program, Early Objects, Student Value Edition Plus Myprogramminglab with Pearson Etext -- Access Card Package

Prentice Hall

C# How to Program

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

Programming in Objective-C

Addison-Wesley Professional Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

C

How to Program

Prentice Hall C How to Program, 6e, is ideal for introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. This text provides a valuable reference for programmers and anyone interested in learning the C programming language. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitels' signature "Live-Code™ Approach," this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps readers interpret the code more effectively.

Java SE8 for Programmers

Prentice Hall The professional programmer's Deitel® guide to Java™ SE 7 and SE 8 (Java 8) development with the powerful Java™ platform. Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the Java™ language and Java™ APIs in depth. The book presents concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code walkthroughs and program outputs. The book features hundreds of complete Java™ programs with thousands of lines of proven Java™ code, and hundreds of tips that will help you build robust applications. Start with an introduction to Java™ using an early classes and objects approach, then rapidly move on to more advanced topics, including GUI, graphics, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, JDBC™ and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java™ implementation. When you're finished, you'll have everything you need to build industrial-strength object-oriented Java™ SE 7 and SE 8 (Java 8) applications. Practical, Example-Rich Coverage of: • Java™ SE 7 and SE 8 (Java 8) • Lambdas, Streams, Functional Interfaces with Default and Static Methods • Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces • Swing and JavaFX GUIs; Graphics • Integrated Exception Handling • Files, Streams, Object Serialization • Multithreading and Concurrency for Optimal Multi-Core Performance • Generics and Generic Collections • Database (JDBC™, SQL and JavaDB) • Using the Debugger and the API Docs • Industrial-Strength, Object-Oriented Design ATM Case Study and more. Visit www.deitel.com • Download code examples • For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com • Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan, Twitter® @deitel, Google+™ at google.com/+DeitelFan, LinkedIn® at bit.ly/DeitelLinkedIn, YouTube™ at youtube.com/user/DeitelTV • Subscribe to the Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html

C How to Program, Global Edition

Pearson Higher Ed The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The 8th Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

C how to Program

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New chapters added for C99 and game programming with the Allegro C Library. Includes rich, 300-page treatment of object-oriented programming in C++. Presents each new concept in the context of a complete, working program, immediately followed by one or more windows showing the program's input/output dialog. Enhances the Live-Code Approach with syntax coloring. Provides Helpful Programming Tips, all marked by icons: Good Programming Practices, Common Programming Errors, Error-Prevention Tips, Performance Tips, Portability Tips, Software Engineering Observations, Look and Feel Observations. A valuable reference for programmers and anyone interested in learning the C programming language.

Java

How to Program

Accompanying CD-ROM contains Java 2 SDK standard edition, 1.3.1, Java Media Framework API 2.1.1, Forte for Java, release 2.0, Community ed., Java Plug-in HTML converter 1.3.

C how to Program, International Edition, Seventh Edition

Java How to Program

Late Objects Version

Pearson Higher Ed This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Deitel's' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.

Python for Programmers

with Big Data and Artificial Intelligence Case Studies

Prentice Hall The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most compelling, leading-edge computing technologies and programming in Python-one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside the front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies, you'll use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory AI case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples. These include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning and convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data

experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here: http://ptgmedia.pearsoncmg.com/imprint_downloads/informit/bookreg/9780135224335/9780135224335_examples.zip. Register your product for convenient access to downloads, updates, and/or corrections as they become available. See inside book for more information.

C++ Programming: From Problem Analysis to Program Design

Cengage Learning Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik's time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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Sams Publishing In just 24 lessons of one hour or less, you will learn professional techniques to design and build efficient databases and query them to extract useful information. Using a straightforward, step-by-step approach, each lesson builds on the previous one, allowing you to learn the essentials of ANSI SQL from the ground up. Example code demonstrates the authors' professional techniques, while exercises written for MySQL offer the reader hands-on learning with an open-source database. Included are advanced techniques for using views, managing transactions, database administration, and extending SQL. Step-by-step instructions carefully walk you through the most common SQL tasks. Q&As, Quizzes, and Exercises at the end of each chapter help you test your knowledge. Notes and Tips point out shortcuts and solutions. New terms are clearly defined and explained. Learn how to... Use SQL-2003, the latest standard for the Structured Query Language Design and deploy efficient, secure databases Build advanced queries for information retrieval Sort, group, and summarize information for best presentation Tune databases and queries for maximum performance Understand database administration and security techniques For more than ten years the authors have studied, applied, and documented the SQL standard and its application to critical database systems. Ryan Stephens and Ron Plew are entrepreneurs, speakers, and cofounders of Perpetual Technologies, Inc. (PTI), a fast-growing IT management and consulting firm which specializes in database technologies. They taught database courses for Indiana University-Purdue University in Indianapolis for five years and have authored more than a dozen books on Oracle, SQL, database design, and the high availability of critical systems. Arie D. Jones is Senior SQL Server database administrator and analyst for PTI. He is a regular speaker at technical events and has authored several books and articles. Category: Database Covers: ANSI SQL User Level: Beginning-Intermediate Register your book at informit.com/title/9780672330186 for convenient access to updates and corrections as they become available.

C Programming

Pearson Education India Programming in C is an introductory-level text book which follows a practical approach to help the students learn programming in a procedural manner. It discusses the line-by-line explanation of concepts and logic, used in the programs. All the programs in the book are fully-tested and compiled.

iPad For Dummies

John Wiley & Sons This guide helps you get up to speed and on the go with Apple's latest iPad and iOS software, from surfing the Web to playing games, watching and recording videos, downloading cool apps and more.

C# for Programmers

Prentice Hall Professional The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information

Java 9 for Programmers

Prentice Hall The professional programmer's Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, "Programming to an Interface not an Implementation" Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP

C++ for Programmers

Pearson Education PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study Standard Template Library (STL): Containers, Iterators and Algorithms I/O, Types, Control Statements, Functions Arrays, Vectors, Pointers, References String Class, C-Style Strings Operator Overloading, Templates Exception Handling, Files Bit and Character Manipulation Boost Libraries and the Future of C++ GNU™ and Visual C++® Debuggers And more... VISIT WWW.DEITEL.COM For information on Deitel® Dive-Into® Series corporate training courses offered at customer sites worldwide (or write to deitel@deitel.com) Download code examples Check out the growing list of programming, Web 2.0 and software-related Resource Centers To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at

www.deitel.com/newsletter/subscribe.html Read archived issues of the DEITEL® BUZZ ONLINE The professional programmer's DEITEL® guide to C++ and object-oriented application development Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching programming and explores the C++ language and C++ Standard Libraries in depth. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features 240 C++ applications with over 15,000 lines of proven C++ code, and hundreds of tips that will help you build robust applications. Start with an introduction to C++ using an early classes and objects approach, then rapidly move on to more advanced topics, including templates, exception handling, the Standard Template Library (STL) and selected features from the Boost libraries. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® 2 ATM case study, including a complete C++ implementation. When you're finished, you'll have everything you need to build object-oriented C++ applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including C++, .NET, Java™, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "An excellent 'objects first' coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project." -Gavin Osborne, Saskatchewan Institute of Applied Science and Technology "Introducing the UML early on is a great idea." -Raymond Stephenson, Microsoft "Good use of diagrams, especially of the activation call stack and recursive functions." -Amar Raheja, California State Polytechnic University, Pomona "Terrific discussion of pointers-probably the best I have seen." -Anne B. Horton, Lockheed Martin "Great coverage of polymorphism and how the compiler implements polymorphism 'under the hood.'" -Ed James-Beckham, Borland "The Boost/C++0x chapter will get you up and running quickly with the memory management and regular expression libraries, plus whet your appetite for new C++ features being standardized." -Ed Brey, Kohler Co. "Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!" -Richard Albright, Goldey-Beacom College "Just when you think you are focused on learning one topic, suddenly you discover you've learned more than you expected." -Chad Willwerth, University of Washington, Tacoma "The most thorough C++ treatment I've seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!" -Terrell Hull, Logicalis Integration Solutions/

Head First Java

A Brain-Friendly Guide

"O'Reilly Media, Inc." Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Object-Oriented Programming in C++

Pearson Education Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

C++

How to Program

Prentice Hall KEY BENEFIT: This comprehensive best-seller is aimed at readers with little or no programming experience. It teaches by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. KEY TOPICS: Introduction to Computers, the Internet and World Wide Web; Introduction to C++ Programming; Introduction to Classes and Objects; Control Statements: Part 1; Control Statements: Part 2; Functions and an Introduction to Recursion; Arrays and Vectors; Pointers and Pointer-Based Strings; Classes: A Deeper Look, Part 1; Classes: A Deeper Look, Part 2; Object-Oriented Programming: Inheritance; Object-Oriented Programming: Polymorphism; (Optional) ATM Case Study, Part 1: Object-Oriented Design with the UML; (Optional) ATM Case Study, Part 2: Implementing an Object-Oriented Design; Exception Handling; Templates; Operator Overloading; String and Array Objects; String Processing with Class string; Stream Input/Output; File and String Stream Processing; Searching and Sorting; Data Structures; Standard Template Library (STL); Bits, Characters, C-Strings and structs; Game Programming with Ogre; Boost Libraries, Technical Report 1 and C++0x; Other Topics; Operator Precedence and Associativity Chart; ASCII Character Set; Fundamental Types; Number Systems; C Legacy Code Topics; Preprocessor; UML 2: Additional Diagram Types; Using the Visual Studio Reg; 2008 Debugger; Using the GNU Trade; C++ Debugger. MARKET: A useful reference for programmers.

C Programming Absolute Beginner's Guide

Que Publishing Updated for C11 Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. C programming has never been this simple! Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs—and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code, from games to mobile apps. Plus, it's fully updated for the new C11 standard and today's free, open source tools! Here's a small sample of what you'll learn:

- Discover free C programming tools for Windows, OS X, or Linux
- Understand the parts of a C program and how they fit together
- Generate output and display it on the screen
- Interact with users and respond to their input
- Make the most of variables by using assignments and expressions
- Control programs by testing data and using logical operators
- Save time and effort by using loops and other techniques
- Build powerful data-entry routines with simple built-in functions
- Manipulate text with strings
- Store information, so it's easy to access and use
- Manage your data with arrays, pointers, and data structures
- Use functions to make programs easier to write and maintain
- Let C handle all your program's math for you
- Handle your computer's memory as efficiently as possible
- Make programs more powerful with preprocessing directives

E-business & E-commerce

How to Program

Pearson 2. Introduction to Internet Explorer 5 and the World Wide Web. 3. e-Business Models. 4. Internet Marketing. 5. Online Monetary Transactions. 6. Legal, Ethical and Social Issues; Internet Taxation. 7. Computer and Network Security. 8. Hardware, Software and Communications. 9. Introduction to HyperText Markup Language 4 (HTML 4). 10. Intermediate HTML 4. 11. Ultimate Paint. 12. Microsoft FrontPage Express. 13. JavaScript/JScript: Introduction to Scripting. 14. JavaScript/JScript: Control Structures I. 15. JavaScript/JScript: Control Structures II. 16. JavaScript/JScript: Functions. 17. JavaScript/JScript: Arrays. 18. JavaScript/JScript: Objects. 19. Dynamic HTML: Cascading Style Sheets (CSS). 20. Dynamic HTML: Object Model and Collections. 21. Dynamic HTML: Event Model. 22. Dynamic HTML: Filters and Transitions. 23. Dynamic HTML: Data Binding with Tabular Data Control. 24. Dynamic HTML: Client-Side Scripting with VBScript. 25. Active Server Pages (ASP). 26. ASP Case Studies. 27. XML (Extensible Markup Language). 28. Case Study: An Online Bookstore. 29. Perl 5 and CGI (Common Gateway Interface). 30. Dynamic HTML: Structured Graphics ActiveX Control. 31. Dynamic HTML: Path, Sequencer and Sprite ActiveX Controls. 32. Multimedia: Audio, Video, Speech Synthesis and Recognition. 33. Macromedia FlashT 4: Building Interactive Animations. 34. Accessibility. Appendix A: HTML Special Characters. Appendix B: HTML Colors. Appendix C: ASCII Character Set. Appendix D: Operator Precedence Charts. Bibliography. Index.

Visual Basic 2012

How to Program

C++ How to Program 10th Edition

C++ How to Program Have you always wanted to learn c programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C++ programming language fast? This book is for you. You no longer have to waste your time and money learning C++ programming from boring books that are 600 pages long, expensive online courses or complicated C++ programming tutorials that just leave you more confused. What this book offers... C++ for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C++ Programming language even if you have never coded before. Carefully Chosen C++ Programming Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C++ Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C++ in just one day and start coding immediately. How is this book different... The best way to learn C++ programming is by doing. This book includes a unique examples. Working through the examples will not only give you an immense sense of achievement, it'll also help you retain the knowledge and master the language. Are you ready to dip your toes into the exciting world of C++ coding? This book is for you. Click the BUY button and download it now. What you will learn in this book: -introduction to c++ -environment setup -program structure -basic syntax -data types -variables -operators -decision making -loops -arrays -much, much, more! Download your C++ Programming copy today Tags: ----- C++ Programming, C++ programming tutorial, C++ programming book, learning C++ programming, C++ programming language, C++ coding, C++ programming for beginners, C++ for Dummies

Schaum's Outline of Theory and Problems of Programming with C

The broad, yet in-depth coverage of C programming language, within the context of today's C programming style, makes this book as useful for practicing professionals as it is for beginning programmers. This study guide solves many sample problems using other programming languages so readers can compare several popular languages. It also includes clear explanations of most of the features in the current ANSI standard. The emphasis throughout is on designing clear, legible, modular and efficient programs.

C# 6 for Programmers

Prentice Hall This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The professional programmer's Deitel® guide to C# 6 and object-oriented development for Windows® Written for programmers with a background in high-level language programming, C# 6 for Programmers applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth. Concepts are presented in the context of 170+ fully coded and tested apps, complete with syntax shading, code highlighting, code walkthroughs, program outputs and hundreds of savvy software-development tips. Start with an introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including LINQ, asynchronous programming with async and await and more. You'll enjoy the treatment of object-oriented programming and an object-oriented design/UML® ATM case study, including a complete C# implementation. When you've mastered the book, you'll be ready to start building industrial-strength, object-oriented C# apps. Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring and corporate training organization. Millions of people worldwide have used Deitel textbooks, professional books, LiveLessons™ video products, e-books, resource centers and REVEL™ interactive multimedia courses with integrated labs and assessment to master major programming languages and platforms, including C#, C++, C, Java™, Android™ app development, iOS app development, Swift™, Visual Basic®, Python™ and Internet and web programming. Features:

- Use with Windows® 7, 8 or 10.
- Integrated coverage of new C# 6 functionality: string interpolation, expression-bodied methods and properties, auto-implemented property initializers, getter-only properties, nameof, null-conditional operator, exception filters and more.
- Entertaining and challenging code examples.
- Deep treatment of classes, objects, inheritance, polymorphism and interfaces.
- Generics, LINQ and generic collections; PLINQ (Parallel LINQ) for multicore performance.
- Asynchronous programming with async and await; functional programming with lambdas, delegates and

immutability. •Files; relational database with LINQ to Entities. •Object-oriented design ATM case study with full code implementation. •Emphasis on performance and software engineering principles

Java How to Program, Late Objects, Global Edition

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Late Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics.

Java Programming

Helps you discover the power of Java for developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths.

Internet & World Wide Web

How to Program

For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

A Practical Introduction to Data Structures and Algorithm Analysis

This practical text contains fairly "traditional" coverage of data structures with a clear and complete use of algorithm analysis, and some emphasis on file processing techniques as relevant to modern programmers. It fully integrates OO programming with these topics, as part of the detailed presentation of OO programming itself. Chapter topics include lists, stacks, and queues; binary and general trees; graphs; file processing and external sorting; searching; indexing; and limits to computation. For programmers who need a good reference on data structures.

Beginning C++ Through Game Programming

Cengage Learning Ptr Describes the basics of computer game programming with C++, covering such topics as variables, loops, arrays, references, pointers, and polymorphism.

C++ How to program

International Edition

Pearson Higher Ed For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Eighth Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers.

Smaller C

Lean Code for Small Machines

O'Reilly Media For makers looking to use the smallest controllers or wring the highest performance out of larger controllers, the C language is still the best option. This practical book provides a solid grounding in C basics for anyone who tinkers with programming microcontrollers. You'll explore many ways C enables developers and makers to get big results out of tiny devices. Author Marc Loy shows you how to write clean, maintainable C code from scratch. This language and its C++ cousin are still widely used to write low-level code for device drivers or operating systems. By understanding C syntax and quirks, you'll gain an enduring computer language literacy that will help you pick up new languages and styles more easily. Learn C fundamentals including data types, flow control, and functions Explore memory management including how programs work on small devices Understand answers provided in online forums such as Reddit or Stack Overflow Write efficient, custom C code that's both readable and maintainable Analyze the performance of your code and weigh optimizations Evaluate third-party libraries for use in your own projects Create your own libraries to share with others