

Sams Teach Yourself C For Linux Programming In 21 Days

Getting the books **Sams Teach Yourself C For Linux Programming In 21 Days** now is not type of challenging means. You could not lonesome going later ebook heap or library or borrowing from your associates to way in them. This is an totally easy means to specifically acquire guide by on-line. This online statement Sams Teach Yourself C For Linux Programming In 21 Days can be one of the options to accompany you behind having extra time.

It will not waste your time. bow to me, the e-book will agreed sky you new event to read. Just invest little time to gain access to this on-line revelation **Sams Teach Yourself C For Linux Programming In 21 Days** as with ease as evaluation them wherever you are now.

[Sams Teach Yourself C++ in 10 Minutes](#) - Jesse Liberty 2002

C++ essentials in a convenient, easy-to-use format.

Sams Teach Yourself MySQL in 21 Days - Anthony Butcher 2002

This guide teaches readers how to design and implement their an open source database. Topics include designing and creating a database; normalizing data; adding tables, columns and indexes; importing and exporting data; administering, optimizing and troubleshooting My SQL; and locks and keys.

C Programming in One Hour a Day, Sams Teach Yourself - Bradley L. Jones 2013-10-07

Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C - including thousands of developers who want to leverage its speed and performance in modern

mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers

to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

Sams Teach Yourself R in 24 Hours - Andy Nicholls 2015

In just 24 lessons of one hour or less, Sams Teach Yourself R in 24 Hours helps you learn all the R skills you need to solve a wide spectrum of real-world data analysis problems. You'll master the entire data analysis workflow, learning to build code that's efficient, reproducible, and suitable for sharing with others. This book's straightforward, step-by-step approach teaches you how to import, manipulate, summarize, model, and plot data with R; formalize your analytical code; and build powerful R packages using current best practices. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn How To Install, configure, and explore the R environment, including RStudio Use basic R syntax, objects, and packages Create and manage data structures, including vectors, matrices, and arrays Understand lists and data frames Work with dates, times, and factors Use common R functions, and learn to write your own Import and export data and connect to databases and spreadsheets Use the popular tidy, dplyr and data.table packages Write more efficient R code with profiling, vectorization, and initialization Plot data and extend your graphical capabilities with ggplot2 and Lattice graphics Develop common types of models Construct high-quality packages, both simple and complex Write R classes: S3, S4, and Reference Classes Use R to generate dynamic reports Build web applications with Shiny Register your book at informit.com/register for convenient access to updates and corrections as they become available. This book's source code can be found at

<http://www.mango-solutions.com/wp/teach-yourself-r-in-24-hours-book>.

Sams Teach Yourself Shell Programming in 24 Hours - Sriranga Veeraraghavan 2002

Learn how to develop powerful and robust shell scripts in order to get

the most out of your Unix/Linux system.

Sams Teach Yourself Visual Basic .NET Web Programming in 21 Days - Peter G. Aitken 2002

Visual Basic .NET will integrate state of the art programming language features, including inheritance, polymorphism, and garbage collection. The book will explain these key concepts in a simple and practical way. Web Forms and Web Controls usher in an elegant way to make dynamic web pages. The book will cover these topics with how-to code examples and projects. One of the newest developments in Internet programming is the use of XML and the SOAP communication protocol. .NET Web Services harness these two technologies, and will be covered in some of the later sections of the book.

Sams Teach Yourself HTML, CSS, and JavaScript All in One - Julie C. Meloni 2011-11-21

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into

every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Sams Teach Yourself TCP/IP in 24 Hours - Joe Casad 2008-09-15

In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107 Part III: Networking with TCP/IP Hour 8 Routing 121 Hour 9 Getting Connected 143 Hour 10 Firewalls 175 Hour 11 Name Resolution 185 Hour 12 Automatic Configuration 215 Hour 13 IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14 TCP/IP Utilities 243 Hour 15 Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16 The Internet: A Closer Look 297 Hour 17 HTTP, HTML, and the World Wide Web 305 Hour 18 Email 321 Hour 19 Streaming and Casting 339 Part VI: Advanced Topics Hour 20 Web Services 353 Hour 21 The New Web 363 Hour 22 Network Intrusion 375 Hour 23 TCP/IP Security 391 Hour 24

Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin
413 Index

Ubuntu Unleashed 2017 Edition (Includes Content Update Program) -
Matthew Helmke 2016-10-10

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. Ubuntu Unleashed 2017 Edition is filled with unique and advanced information for everyone who wants to make the most of the Ubuntu Linux operating system, including the latest in Ubuntu mobile development. This new edition has been thoroughly updated by a long-time Ubuntu community leader to reflect the exciting new Ubuntu 16.10 and the forthcoming Ubuntu 17.04 and 17.08. Helmke presents up-to-the-minute introductions to Ubuntu's key productivity and Web development tools, programming languages, hardware support, and more. This book will now be part of CUPs (the Content Update Program). Former Ubuntu Forum administrator Matthew Helmke covers all you need to know about Ubuntu 16.10 installation, configuration, productivity, multimedia, development, system administration, server operations, networking, virtualization, security, DevOps, and more—including intermediate-to-advanced techniques you won't find in any other book. Helmke presents up-to-the-minute introductions to Ubuntu's key productivity and Web development tools, programming languages, hardware support, and more. You'll find new or improved coverage of Ubuntu's Unity interface, various types of servers, software repositories, database options, virtualization and cloud services, development tools, monitoring, troubleshooting, Ubuntu's push into mobile and other touch screen devices, and much more

SUSE Linux 10 Unleashed - Michael McCallister 2006

SUSE Linux 10 Unleashed presents comprehensive coverage of the latest version of SUSE Linux, one of the most popular and most complete Linux distributions in the world.

Absolute Beginner's Guide to Programming - Greg M. Perry 2002

This book teaches you everything you need to know to understand computer programming at a fundamental level. You will learn what the

major programming languages are, how they work, and what to do.

Godot Engine Game Development in 24 Hours, Sams Teach Yourself - Ariel Manzur 2018-03-13

In just 24 sessions of one hour or less, this guide will help you create great 2D and 3D games for any platform with the 100% free Godot 3.0 game engine. Its straightforward, step-by-step approach guides you from basic scenes, graphics, and game flow through advanced shaders, environments, particle rendering, and networked games. Godot's co-creator and main contributor walk you through building three complete games, offering advanced techniques you won't find anywhere else. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Godot engine programming tasks and techniques. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts, solutions, and problems to avoid. Learn how to... · Install Godot, create projects, and use the visual editor · Master the scene system, and organize games with Scene Trees · Create 2D graphics, 3D graphics, and animations · Use basic and advanced scripting to perform many game tasks · Process player input from any source · Control game flow, configurations, and resources · Maximize realism with Godot's physics and particle systems · Make the most of 3D shaders, materials, lighting, and shadows · Control effects and post-processing · Build richer, more sophisticated game universes with viewports · Develop networked games, from concepts to communication and input · Export games to the devices you've targeted · Integrate native code, third-party APIs, and engine extensions (bonus chapter)

Sams Teach Yourself C in 21 Days - Bradley Jones 2003

This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. The C programming language is the grandfather of most modern structured programming languages such as Java, C++, and Pascal.

[American Book Publishing Record](#) - 2002

Go in 24 Hours, Sams Teach Yourself - George Ornbo 2017-12-20

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that's simpler, more reliable, and far more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Go programming tasks and techniques. Quizzes and exercises help you test your knowledge and stretch your skills. Practical, hands-on examples show you how to apply what you learn. Notes and Tips point out shortcuts, solutions, and problems to avoid. Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server" Learn how to... · Get productive quickly with Go development tools and web servers · Master core features, including strings, functions, structs, and methods · Work with types, variables, functions, and control structures · Make the most of Go's arrays, slices, and maps · Write powerful concurrent software with Goroutines and channels · Handle program errors smoothly · Promote code reuse with packages · Master Go's unique idioms for highly effective coding · Use regular expressions and time/date functions · Test and benchmark Go code · Write basic command-line programs, HTTP servers, and HTTP clients · Efficiently move Go code into production · Build basic TCP chat servers and JSON APIs Register your book at informit.com/register for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

Sams Teach Yourself Java 2 in 21 Days - Rogers Cadenhead 2002

"Sams Teach Yourself Java in 21 Days" continues to be one of the most popular, best-selling Java tutorials on the market. Written by two expert technical writers, it has been acclaimed for its clear and personable

writing, for its extensive use of examples, and for its logical and complete organization. This new edition of the book maintains and improves upon all these qualities, while updating, revising, and reorganizing the material to cover the latest developments in Java and to expand the book's coverage of core Java programming topics. Sun's new version of Java 2 Standard Edition--SDK version 1.4--is expected to be released by the end of 2001. According to Sun, version 1.4 builds upon Java's cross-platform support and security model with new features and functionality, enhanced performance and scalability, and improved reliability and serviceability.

Sams Teach Yourself Linux in 24 Hours - Bill Ball 1999

Aimed at first-time Linux installers, this book discusses topics such as how to log in, how to customize the environment, basic shell programming, how to read mail and send a reply, how to fax graphics and text, and how to file translation formats.

Sams Teach Yourself Arduino Programming in 24 Hours - Richard Blum 2014

In just 24 sessions of one hour or less, *Sams Teach Yourself Arduino Programming in 24 Hours* teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own! Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Get the right Arduino hardware and accessories for your needs. Download the Arduino IDE, install it, and link it to your Arduino. Quickly create, compile, upload, and run your first Arduino program. Master C

syntax, decision control, strings, data structures, and functions. Use pointers to work with memory—and avoid common mistakes. Store data on your Arduino's EEPROM or an external SD card. Use existing hardware libraries, or create your own. Send output and read input from analog devices or digital interfaces. Create and handle interrupts in software and hardware. Communicate with devices via the SPI interface and I2C protocol. Work with analog and digital sensors. Write Arduino C programs that control motors. Connect an LCD to your Arduino, and code the output. Install an Ethernet shield, configure an Ethernet connection, and write networking programs. Create prototyping environments, use prototyping shields, and interface electronics to your Arduino.

Linux System Programming - Robert Love 2013-05-14

UNIX, UNIX LINUX & UNIX TCL/TK. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, glibc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of *Linux System Programming* gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.

Sams Teach Yourself SQL in 24 Hours - Ryan Stephens 2008-05-30

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.

Sams Teach Yourself COBOL in 24 Hours - Thane Hubbell 1998-11-28
Sams Teach Yourself COBOL in 24 Hours teaches the basics of COBOL programming in 24 step-by-step lessons. Each lesson builds on the previous one providing a solid foundation in COBOL programming concepts and techniques. This hands-on guide is the easiest, fastest way to begin creating standard COBOL compliant code. Business professionals and programmers from other languages will find this hands-on, task-oriented tutorial extremely useful for learning the essential features and concepts of COBOL programming. Writing a program can be a complex task. Concentrating on one development tool guides you to good results every time. There will be no programs that will not compile!

Sams Teach Yourself Java 2 in 24 Hours - Rogers Cadenhead 2002

Cadenhead presents a step-by-step tutorial that teaches someone with no previous programming experience how to create simple Java programs and applets. It starts out at a lower level than "Sams Teach Yourself Java in 21 Days, " and takes things at a slower pace, focusing on key programming concepts and essential Java basics.

Sams Teach Yourself XML in 21 Days - Steven Holzner 2004

Engineered to be the answer for learning XML, expert author Holzner offers hundreds of real-world examples demonstrating the uses of XML and the newest tools developers need to make the most of it.

Sams Teach Yourself C++ for Linux in 21 Days - Jesse Liberty 2000

Sams Teach Yourself C++ Programming for Linux in 21 Days teaches you the C++ programming language using the Linux operating system. You will gain a thorough understanding of the basics of C++ programming from a Linux perspective. The Bonus Week includes topics such as XWindows, KDE with QT toolkit, APE Class Library, and Real-time Middleware.

Book Review Index - 2003

Vols. 8-10 of the 1965-1984 master cumulation constitute a title index.

Sams Teach Yourself C in 24 Hours - Tony Zhang 2000

Sams Teach Yourself C in 24 Hours, Second Edition, shows you how to program in C in an easy-to-understand format. C is a powerful and flexible language used for a wide range of projects. You begin with learning the basics to write a first program and then move on to arrays, pointers, disk input/output, and functions. This book will allow you to understand data types, loops, and strings to make your programs work for you. You'll also work with arrays, structures, and unions to expand your programming skills, use pointers to access and retrieve data elements, develop programs that process mathematical equations, functions, and variables, and explore memory management techniques.

Sams Teach Yourself C++ in One Hour a Day - Jesse Liberty 2009

Updated and reworked to trim down the material into shorter, more focused one-hour lessons, this book contains numerous examples of syntax and detailed analysis of code to provide solid instruction for beginning programmers.

Sams Teach Yourself C++ in 21 Days - Jesse Liberty 2004-12-14

Join the leagues of thousands of programmers and learn C++ from some of the best. The fifth edition of the best seller *Sams Teach Yourself C++ in 21 Days*, written by Jesse Liberty, a well-known C++ and C# programming manual author and Bradley L. Jones, manager for a number of high profiler developer websites, has been updated to the new ANSI/ISO C++ Standard. This is an excellent hands-on guide for the beginning programmer. Packed with examples of syntax and detailed analysis of code, fundamentals such as managing I/O, loops, arrays and creating C++ applications are all covered in the 21 easy-to-follow lessons. You will also be given access to a website that will provide you with all the source code examples developed in the book as a practice tool. C++ is the preferred language for millions of developers-make *Sams Teach Yourself* the preferred way to learn it!

Sams Teach Yourself C++ in 24 Hours, 5/e - Jesse Liberty 2011

Sams Teach Yourself Microsoft Windows XP in 21 Days - John Paul Mueller 2002

John guides the reader through the new and unfamiliar Windows interface, while introducing the new features. The book provides information in several formats, all integrated with theory, tutorials, procedures, tips and comprehensive. Topics range from: * Installation of Windows XP * Whether to upgrade and if so, how to do it * Configuring services and setting up users * Navigation of the new menus * Explanation of the new internet options, such as third party cookie alert, firewalls, and web publishing wizard * Registry configurations * Integration ideas for home networks and explanations about using the networking wizards * Accessory overview * Using XP on laptops * Working with Linux Maintaining the system & productivity tips

Sams Teach Yourself PHP in 24 Hours - Matt Zandstra 2004

Think of all the things you could do in 24 hours. Go sightseeing. Read a book. Learn PHP. *Sams Teach Yourself PHP in 24 Hours* is a unique learning tool that is divided into 24 one-hour lessons over five sections. Starting with the basics, you will discover the fundamentals of PHP and

how to apply that knowledge to create dynamic websites with forms, cookies and authentication functions. You will also find out how to access databases, as well as how to integrate system components, e-mail, LDAP, network sockets and more. A support website includes access to source code, PHP updates, errata and links to other relevant websites. *Sams Teach Yourself PHP in 24 Hours* is a quick and easy way to learn how to create interactive websites for your end user.

Sams Teach Yourself C for Linux Programming in 21 Days - Erik De Castro Lopo 2000

This text aims to enable the reader to program in the Linux operating system and solve real-world Linux programming problems in just 21 days. It is designed to make the transition to Linux programming simple, with numerous examples and a step-by-step approach.

Teach Yourself C Programming in 21 Days - Peter G. Aitken 1995

This book covers the basics of C, including variables, constants, conditional statements, loops, pointers, data structures, input/output, and functions--all presented in a logical and easy-to-follow sequence that helps readers really understand the principles involved in developing programs.

Sams Teach Yourself C# in 21 Days - Bradley Jones 2001

C# is a new object-oriented language that enables programmers to quickly build a wide range of applications. This book takes readers step-by-step through learning C# in an intensive, three-week course.

Python in 24 Hours, Sams Teach Yourself - Katie Cunningham 2013-09-10

In just 24 sessions of one hour or less, *Sams Teach Yourself Python in 24 Hours* will help you get started fast, master all the core concepts of programming, and build anything from websites to games. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics through functions, objects, classes, modules, database integration, and more. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Python development tasks. Quizzes and Exercises at the

end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Warnings alert you to possible problems and give you advice on how to avoid them. Learn how to... Install and run the right version of Python for your operating system Store, manipulate, reformat, combine, and organize information Create logic to control how programs run and what they do Interact with users or other programs, wherever they are Save time and improve reliability by creating reusable functions Master Python data types: numbers, text, lists, and dictionaries Write object-oriented programs that work better and are easier to improve Expand Python classes to make them even more powerful Use third-party modules to perform complex tasks without writing new code Split programs to make them more maintainable and reusable Clearly document your code so others can work with it Store data in SQLite databases, write queries, and share data via JSON Simplify Python web development with the Flask framework Quickly program Python games with PyGame Avoid, troubleshoot, and fix problems with your code

Teach Yourself C in 21 Days - Peter G. Aitken 1997

With its ever-expanding installed base, C continues to be one of the most popular programming languages on the market. The "Teach Yourself . . ." series continues to be one of the most popular ways to learn a programming language, and with the success of the previous editions of this book, this fourth edition is clearly headed for the bestseller list.

Teach Yourself Game-programming in 21 Days - André LaMothe 1994 Marketed as the only beginning DOS game programming book on the market, this how-to guide leads readers through the game development process with game design basics. Another addition to the successful Teach Yourself series, it includes many sample game programming techniques such as joy-stick control and use of graphics. The disk offers sample source code from the book.

C Programming - Greg M. Perry 2013

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

Learning Perl - Randal Schwartz 2011-06-23

Shows how to write, debug, and run a Perl program, describes CGI scripting and data manipulation, and describes scalar values, basic operators, and associative arrays.

Unix in 24 Hours, Sams Teach Yourself - Dave Taylor 2015-09-28

Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data HOUR 10: An Introduction to the vi Editor HOUR 11: Advanced vi Tricks, Tools, and Techniques HOUR 12: An Overview of

the emacs Editor HOUR 13: Introduction to Command Shells HOUR 14:
Advanced Shell Interaction HOUR 15: Job Control HOUR 16: Shell
Programming Overview HOUR 17: Advanced Shell Programming HOUR
18: Printing in the Unix Environment HOUR 19: Archives and Backups

HOUR 20: Using Email to Communicate HOUR 21: Connecting to
Remote Systems Using SSH and SFTP HOUR 22: Searching for
Information and Files HOUR 23: Perl Programming in Unix HOUR 24:
GNOME and the GUI Environment Appendix A: Common Unix Questions
and Answers