

C How To Program

THIS IS LIKEWISE ONE OF THE FACTORS BY OBTAINING THE SOFT DOCUMENTS OF THIS **C How To Program** BY ONLINE. YOU MIGHT NOT REQUIRE MORE MATURE TO SPEND TO GO TO THE BOOKS START AS WITH EASE AS SEARCH FOR THEM. IN SOME CASES, YOU LIKEWISE REACH NOT DISCOVER THE REVELATION C HOW TO PROGRAM THAT YOU ARE LOOKING FOR. IT WILL CERTAINLY SQUANDER THE TIME.

HOWEVER BELOW, WHEN YOU VISIT THIS WEB PAGE, IT WILL BE THUS COMPLETELY EASY TO GET AS CAPABLY AS DOWNLOAD GUIDE C HOW TO PROGRAM

IT WILL NOT ACKNOWLEDGE MANY BECOME OLD AS WE RUN BY BEFORE. YOU CAN COMPLETE IT WHILE SHOW SOMETHING ELSE AT HOME AND EVEN IN YOUR WORKPLACE. THEREFORE EASY! So, ARE YOU QUESTION? JUST EXERCISE JUST WHAT WE FIND THE MONEY FOR UNDER AS COMPETENTLY AS EVALUATION **C How To Program** WHAT YOU IN IMITATION OF TO READ!

A Book on C - AL KELLEY 1990

THE AUTHORS PROVIDE CLEAR EXAMPLES AND THOROUGH EXPLANATIONS OF EVERY FEATURE IN THE C LANGUAGE. THEY TEACH C VIS-A-VIS THE UNIX OPERATING SYSTEM. A REFERENCE AND TUTORIAL TO THE C PROGRAMMING LANGUAGE. ANNOTATION COPYRIGHTED BY BOOK NEWS, INC., PORTLAND, OR

PROGRAMMING IN LUA - ROBERTO IERUSALIMSKY 2006

AUTHORED BY ROBERTO IERUSALIMSKY, THE CHIEF ARCHITECT OF THE LANGUAGE, THIS VOLUME COVERS ALL ASPECTS OF LUA 5---FROM THE BASICS TO ITS API WITH C--EXPLAINING HOW TO MAKE GOOD USE OF ITS FEATURES AND GIVING NUMEROUS CODE EXAMPLES. (COMPUTER BOOKS)

PYTHON FOR PROGRAMMERS - PAUL J. DEITEL 2019-03-15

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, TWEETPY, SCIKIT-LEARN®, KERAS AND MORE ACCOMPANYING CODE EXAMPLES ARE AVAILABLE HERE:

[HTTP://PTGMEDIA.PEARSONCMG.COM/IMPRINT_DOWNLOADS/INFORMIT/BOOKREG/9780135224335/9780135224335_EXAMPLES.ZIP](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.

R FOR DATA SCIENCE - HADLEY WICKHAM 2016-12-12 LEARN HOW TO USE R TO TURN RAW DATA INTO INSIGHT, KNOWLEDGE, AND UNDERSTANDING. THIS BOOK INTRODUCES YOU TO R, RSTUDIO, AND THE TIDYVERSE, A COLLECTION OF R PACKAGES DESIGNED TO WORK TOGETHER TO MAKE DATA SCIENCE FAST, FLUENT, AND FUN. SUITABLE FOR READERS WITH NO PREVIOUS PROGRAMMING EXPERIENCE, R FOR DATA SCIENCE IS DESIGNED TO GET YOU DOING DATA SCIENCE AS QUICKLY AS POSSIBLE. AUTHORS HADLEY WICKHAM AND

GARRETT GROLEMUND GUIDE YOU THROUGH THE STEPS OF IMPORTING, WRANGLING, EXPLORING, AND MODELING YOUR DATA AND COMMUNICATING THE RESULTS. YOU'LL GET A COMPLETE, BIG-PICTURE UNDERSTANDING OF THE DATA SCIENCE CYCLE, ALONG WITH BASIC TOOLS YOU NEED TO MANAGE THE DETAILS. EACH SECTION OF THE BOOK IS PAIRED WITH EXERCISES TO HELP YOU PRACTICE WHAT YOU'VE LEARNED ALONG THE WAY. YOU'LL LEARN HOW TO: WRANGLE—TRANSFORM YOUR DATASETS INTO A FORM CONVENIENT FOR ANALYSIS PROGRAM—LEARN POWERFUL R TOOLS FOR SOLVING DATA PROBLEMS WITH GREATER CLARITY AND EASE EXPLORE—EXAMINE YOUR DATA, GENERATE HYPOTHESES, AND QUICKLY TEST THEM MODEL—PROVIDE A LOW-DIMENSIONAL SUMMARY THAT CAPTURES TRUE "SIGNALS" IN YOUR DATASET COMMUNICATE—LEARN R MARKDOWN FOR INTEGRATING PROSE, CODE, AND RESULTS

JAVASCRIPT FOR PROGRAMMERS - PAUL DEITEL
2009-03-16

THE PRACTICING PROGRAMMER'S DEITEL® GUIDE TO XHTML®, CSS®, JAVASCRIPT®, XML® AND AJAX RIA DEVELOPMENT. THIS BOOK APPLIES THE DEITEL SIGNATURE LIVE-CODE APPROACH TO TEACHING THE CLIENT SIDE OF RICH INTERNET APPLICATIONS (RIA) DEVELOPMENT. THE BOOK PRESENTS CONCEPTS IN THE CONTEXT OF 100+ FULLY TESTED PROGRAMS (6,000+ LINES OF CODE), COMPLETE WITH SYNTAX SHADING, DETAILED DESCRIPTIONS AND SAMPLE OUTPUTS. THE BOOK FEATURES OVER 150 TIPS THAT WILL HELP YOU BUILD ROBUST CLIENT-SIDE WEB APPLICATIONS. START WITH AN INTRODUCTION TO EXTENSIBLE HYPERTEXT MARKUP LANGUAGE (XHTML®) AND CASCADING STYLE SHEETS (CSS®), THEN RAPIDLY MOVE ON TO THE DETAILS OF JAVASCRIPT® PROGRAMMING. FINISH WITH MORE ADVANCED CLIENT-SIDE DEVELOPMENT TECHNOLOGIES INCLUDING XHTML'S DOCUMENT OBJECT MODEL (DOM®), EXTENSIBLE MARKUP LANGUAGE (XML®), XML'S DOM, JAVASCRIPT OBJECT NOTATION (JSON) AND ASYNCHRONOUS JAVASCRIPT AND XML (AJAX). WHEN YOU'RE FINISHED, YOU'LL HAVE EVERYTHING YOU NEED TO BUILD THE CLIENT SIDE OF WEB 2.0 RICH INTERNET APPLICATIONS (RIAs). THE BOOK CULMINATES WITH SEVERAL SUBSTANTIAL AJAX-ENABLED RIAs, INCLUDING A BOOK COVER VIEWER (JAVASCRIPT/DOM), AN ADDRESS BOOK (AJAX/CONSUMING WEB SERVICES) AND A CALENDAR APPLICATION (AJAX/DOJO/CONSUMING WEB SERVICES). THE DEITEL® DEVELOPER SERIES IS DESIGNED FOR PROFESSIONAL PROGRAMMERS. THE SERIES PRESENTS FOCUSED TREATMENTS OF EMERGING TECHNOLOGIES, INCLUDING .NET, JAVASCRIPT®, WEB SERVICES, INTERNET AND WEB DEVELOPMENT AND MORE.

AUTOMATE THE BORING STUFF WITH PYTHON, 2ND EDITION - AL SWEIGART 2019-11-12

THE SECOND EDITION OF THIS BEST-SELLING PYTHON BOOK (OVER 500,000 COPIES SOLD!) USES PYTHON 3 TO TEACH EVEN THE TECHNICALLY UNINCLINED HOW TO WRITE PROGRAMS THAT DO IN MINUTES WHAT WOULD TAKE HOURS TO DO BY HAND. THERE IS NO PRIOR PROGRAMMING EXPERIENCE REQUIRED AND THE BOOK IS LOVED BY LIBERAL ARTS MAJORS AND GEEKS ALIKE. IF YOU'VE EVER SPENT HOURS RENAMING FILES OR

UPDATING HUNDREDS OF SPREADSHEET CELLS, YOU KNOW HOW TEDIOUS TASKS LIKE THESE CAN BE. BUT WHAT IF YOU COULD HAVE YOUR COMPUTER DO THEM FOR YOU? IN THIS FULLY REVISED SECOND EDITION OF THE BEST-SELLING CLASSIC **AUTOMATE THE BORING STUFF WITH PYTHON**, YOU'LL LEARN HOW TO USE PYTHON TO WRITE PROGRAMS THAT DO IN MINUTES WHAT WOULD TAKE YOU HOURS TO DO BY HAND-- NO PRIOR PROGRAMMING EXPERIENCE REQUIRED. YOU'LL LEARN THE BASICS OF PYTHON AND EXPLORE PYTHON'S RICH LIBRARY OF MODULES FOR PERFORMING SPECIFIC TASKS, LIKE SCRAPING DATA OFF WEBSITES, READING PDF AND WORD DOCUMENTS, AND AUTOMATING CLICKING AND TYPING TASKS. THE SECOND EDITION OF THIS INTERNATIONAL FAN FAVORITE INCLUDES A BRAND-NEW CHAPTER ON INPUT VALIDATION, AS WELL AS TUTORIALS ON AUTOMATING GMAIL AND GOOGLE SHEETS, PLUS TIPS ON AUTOMATICALLY UPDATING CSV FILES. YOU'LL LEARN HOW TO CREATE PROGRAMS THAT EFFORTLESSLY PERFORM USEFUL FEATS OF AUTOMATION TO:

- SEARCH FOR TEXT IN A FILE OR ACROSS MULTIPLE FILES
- CREATE, UPDATE, MOVE, AND RENAME FILES AND FOLDERS
- SEARCH THE WEB AND DOWNLOAD ONLINE CONTENT
- UPDATE AND FORMAT DATA IN EXCEL SPREADSHEETS OF ANY SIZE
- SPLIT, MERGE, WATERMARK, AND ENCRYPT PDFs
- SEND EMAIL RESPONSES AND TEXT NOTIFICATIONS
- FILL OUT ONLINE FORMS

STEP-BY-STEP INSTRUCTIONS WALK YOU THROUGH EACH PROGRAM, AND UPDATED PRACTICE PROJECTS AT THE END OF EACH CHAPTER CHALLENGE YOU TO IMPROVE THOSE PROGRAMS AND USE YOUR NEWFOUND SKILLS TO AUTOMATE SIMILAR TASKS. DON'T SPEND YOUR TIME DOING WORK A WELL-TRAINED MONKEY COULD DO. EVEN IF YOU'VE NEVER WRITTEN A LINE OF CODE, YOU CAN MAKE YOUR COMPUTER DO THE GRUNT WORK. LEARN HOW IN **AUTOMATE THE BORING STUFF WITH PYTHON, 2ND EDITION**.

JAVA - PAUL J. DEITEL 2007

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 - PAUL J.. DEITEL 2007

FOR INTRODUCTORY COURSES IN C PROGRAMMING. ALSO FOR COURSES IN PROGRAMMING FOR ENGINEERS, PROGRAMMING FOR BUSINESS, AND PROGRAMMING FOR TECHNOLOGY. 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 STUDENTS INTERPRET THE CODE MORE EFFECTIVELY.

C How to Program, Global Edition - PAUL DEITEL
2016-01-05

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 PROGRAMMING LANGUAGE - BRIAN W. KERNIGHAN
1988-03-22

THIS EBOOK IS THE FIRST AUTHORIZED DIGITAL VERSION OF KERNIGHAN AND RITCHIE'S 1988 CLASSIC, THE C PROGRAMMING LANGUAGE (2ND ED.). ONE OF THE BEST-SELLING PROGRAMMING BOOKS PUBLISHED IN THE LAST FIFTY YEARS, "K&R" HAS BEEN CALLED EVERYTHING FROM THE "BIBLE" TO "A LANDMARK IN COMPUTER SCIENCE" AND IT HAS INFLUENCED GENERATIONS OF PROGRAMMERS. AVAILABLE NOW FOR ALL LEADING EBOOK PLATFORMS, THIS CONCISE AND BEAUTIFULLY WRITTEN TEXT IS A "MUST-HAVE" REFERENCE FOR EVERY SERIOUS PROGRAMMER'S DIGITAL LIBRARY. AS MODESTLY DESCRIBED BY THE AUTHORS IN THE PREFACE TO THE FIRST EDITION, THIS "IS NOT AN INTRODUCTORY PROGRAMMING MANUAL; IT ASSUMES SOME FAMILIARITY WITH BASIC PROGRAMMING CONCEPTS LIKE VARIABLES, ASSIGNMENT STATEMENTS, LOOPS, AND FUNCTIONS. NONETHELESS, A NOVICE PROGRAMMER SHOULD BE ABLE TO READ ALONG AND PICK UP THE LANGUAGE, ALTHOUGH ACCESS TO A MORE KNOWLEDGEABLE COLLEAGUE WILL HELP."

LEARN TO PROGRAM WITH C - NOEL KALICHARAN
2015-12-16

THIS BOOK TEACHES COMPUTER PROGRAMMING TO THE COMPLETE BEGINNER USING THE NATIVE C LANGUAGE. AS SUCH, IT ASSUMES YOU HAVE NO KNOWLEDGE WHATSOEVER ABOUT PROGRAMMING. THE MAIN GOAL OF THIS BOOK IS TO TEACH FUNDAMENTAL PROGRAMMING PRINCIPLES USING C, ONE OF THE MOST WIDELY USED PROGRAMMING LANGUAGES IN THE WORLD TODAY. WE DISCUSS ONLY THOSE FEATURES AND STATEMENTS IN C THAT ARE NECESSARY TO ACHIEVE OUR GOAL. ONCE YOU LEARN THE PRINCIPLES WELL, THEY CAN BE

APPLIED TO ANY LANGUAGE. IF YOU ARE WORRIED THAT YOU ARE NOT GOOD AT HIGH-SCHOOL MATHEMATICS, DON'T BE. IT IS A MYTH THAT YOU MUST BE GOOD AT MATHEMATICS TO LEARN PROGRAMMING. C IS CONSIDERED A 'MODERN' LANGUAGE EVEN THOUGH ITS ROOTS DATE BACK TO THE 1970S. ORIGINALLY, C WAS DESIGNED FOR WRITING 'SYSTEMS' PROGRAMS—THINGS LIKE OPERATING SYSTEMS, EDITORS, COMPILERS, ASSEMBLERS AND INPUT/OUTPUT UTILITY PROGRAMS. BUT, TODAY, C IS USED FOR WRITING ALL KINDS OF APPLICATIONS PROGRAMS AS WELL—WORD PROCESSING PROGRAMS, SPREADSHEET PROGRAMS, DATABASE MANAGEMENT PROGRAMS, ACCOUNTING PROGRAMS, GAMES, ROBOTS, EMBEDDED SYSTEMS/ELECTRONICS (I.E., ARDUINO), EDUCATIONAL SOFTWARE—THE LIST IS ENDLESS. NOTE: APPENDICES A-D ARE AVAILABLE AS PART OF THE FREE SOURCE CODE DOWNLOAD AT THE APRESS WEBSITE. WHAT YOU WILL LEARN: HOW TO GET STARTED WITH PROGRAMMING USING THE C LANGUAGE HOW TO USE THE BASICS OF C HOW TO PROGRAM WITH SEQUENCE, SELECTION AND REPETITION LOGIC HOW TO WORK WITH CHARACTERS HOW TO WORK WITH FUNCTIONS HOW TO USE ARRAYS WHO THIS BOOK IS FOR: THIS BOOK IS INTENDED FOR ANYONE WHO IS LEARNING PROGRAMMING FOR THE FIRST TIME. **HOW NOT TO PROGRAM IN C++** - STEVE OUALLINE 2003 BASED ON REAL-WORLD ERRORS, THE 101 FUN AND CHALLENGING C++ PUZZLES IN HOW NOT TO PROGRAM IN C++ RANGE FROM EASY (ONE WRONG CHARACTER) TO MIND TWISTING (ERRORS WITH MULTIPLE THREADS). MATCH YOUR WITS AGAINST THE AUTHOR'S AND POLISH YOUR LANGUAGE SKILLS AS YOU TRY TO FIX BROKEN PROGRAMS. CLUES HELP ALONG THE WAY, AND ANSWERS ARE PROVIDED AT THE BACK OF THE BOOK.

JAVA HOW TO PROGRAM - HARVEY DEITEL 2013-11-06
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 OPTIONAL EXTENSIVE OOD/UML 2 CASE STUDY ON DEVELOPING AND IMPLEMENTING THE SOFTWARE FOR AN AUTOMATED TELLER MACHINE.

THE CERT C SECURE CODING STANDARD - ROBERT C. SEACORD 2008-10-14

"I'M AN ENTHUSIASTIC SUPPORTER OF THE CERT SECURE CODING INITIATIVE. PROGRAMMERS HAVE LOTS OF SOURCES OF ADVICE ON CORRECTNESS, CLARITY, MAINTAINABILITY, PERFORMANCE, AND EVEN SAFETY. ADVICE ON HOW SPECIFIC LANGUAGE FEATURES AFFECT SECURITY HAS BEEN MISSING. THE CERT@ C SECURE CODING STANDARD FILLS THIS NEED." -RANDY MEYERS, CHAIRMAN OF ANSI C "FOR YEARS WE HAVE RELIED UPON THE CERT/CC TO PUBLISH ADVISORIES DOCUMENTING AN ENDLESS STREAM OF SECURITY PROBLEMS. NOW CERT HAS EMBODIED THE ADVICE OF LEADING TECHNICAL EXPERTS TO GIVE PROGRAMMERS AND MANAGERS THE PRACTICAL GUIDANCE NEEDED TO AVOID THOSE PROBLEMS IN NEW APPLICATIONS AND TO HELP SECURE LEGACY SYSTEMS. WELL DONE!" -DR. THOMAS PLUM, FOUNDER OF PLUM HALL, INC. "CONNECTIVITY HAS SHARPLY INCREASED THE NEED FOR SECURE, HACKER-SAFE APPLICATIONS. BY COMBINING THIS

CERT STANDARD WITH OTHER SAFETY GUIDELINES, CUSTOMERS GAIN ALL-ROUND PROTECTION AND APPROACH THE GOAL OF ZERO-DEFECT SOFTWARE.” –CHRIS TAPP, FIELD APPLICATIONS ENGINEER, LDRA LTD. “I’VE FOUND THIS STANDARD TO BE AN INDISPENSABLE COLLECTION OF EXPERT INFORMATION ON EXACTLY HOW MODERN SOFTWARE SYSTEMS FAIL IN PRACTICE. IT IS THE PERFECT PLACE TO START FOR ESTABLISHING INTERNAL SECURE CODING GUIDELINES. YOU WON’T FIND THIS INFORMATION ELSEWHERE, AND, WHEN IT COMES TO SOFTWARE SECURITY, WHAT YOU DON’T KNOW IS OFTEN EXACTLY WHAT HURTS YOU.” –JOHN McDONALD, COAUTHOR OF THE ART OF SOFTWARE SECURITY ASSESSMENT SOFTWARE SECURITY HAS MAJOR IMPLICATIONS FOR THE OPERATIONS AND ASSETS OF ORGANIZATIONS, AS WELL AS FOR THE WELFARE OF INDIVIDUALS. TO CREATE SECURE SOFTWARE, DEVELOPERS MUST KNOW WHERE THE DANGERS LIE. SECURE PROGRAMMING IN C CAN BE MORE DIFFICULT THAN EVEN MANY EXPERIENCED PROGRAMMERS BELIEVE. THIS BOOK IS AN ESSENTIAL DESKTOP REFERENCE DOCUMENTING THE FIRST OFFICIAL RELEASE OF THE CERT® C SECURE CODING STANDARD . THE STANDARD ITEMIZES THOSE CODING ERRORS THAT ARE THE ROOT CAUSES OF SOFTWARE VULNERABILITIES IN C AND PRIORITIZES THEM BY SEVERITY, LIKELIHOOD OF EXPLOITATION, AND REMEDIATION COSTS. EACH GUIDELINE PROVIDES EXAMPLES OF INSECURE CODE AS WELL AS SECURE, ALTERNATIVE IMPLEMENTATIONS. IF UNIFORMLY APPLIED, THESE GUIDELINES WILL ELIMINATE THE CRITICAL CODING ERRORS THAT LEAD TO BUFFER OVERFLOWS, FORMAT STRING VULNERABILITIES, INTEGER OVERFLOW, AND OTHER COMMON SOFTWARE VULNERABILITIES.

C FOR PROGRAMMERS WITH AN INTRODUCTION TO C11 - PAUL DEITEL 2013-04-19

THE PROFESSIONAL PROGRAMMER’S DEITEL® GUIDE TO PROCEDURAL PROGRAMMING IN C THROUGH 130 WORKING CODE EXAMPLES WRITTEN FOR PROGRAMMERS WITH A BACKGROUND IN HIGH-LEVEL LANGUAGE PROGRAMMING, THIS BOOK APPLIES THE DEITEL SIGNATURE LIVE-CODE APPROACH TO TEACHING THE C LANGUAGE AND THE C STANDARD LIBRARY. 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 APPROXIMATELY 5,000 LINES OF PROVEN C CODE AND HUNDREDS OF SAVVY TIPS THAT WILL HELP YOU BUILD ROBUST APPLICATIONS. START WITH AN INTRODUCTION TO C, THEN RAPIDLY MOVE ON TO MORE ADVANCED TOPICS, INCLUDING BUILDING CUSTOM DATA STRUCTURES, THE STANDARD LIBRARY, SELECT FEATURES OF THE NEW C11 STANDARD SUCH AS MULTITHREADING TO HELP YOU WRITE HIGH-PERFORMANCE APPLICATIONS FOR TODAY’S MULTICORE SYSTEMS, AND SECURE C PROGRAMMING SECTIONS THAT SHOW YOU HOW TO WRITE SOFTWARE THAT IS MORE ROBUST AND LESS VULNERABLE. YOU’LL ENJOY THE DEITELS’ CLASSIC TREATMENT OF PROCEDURAL PROGRAMMING. WHEN YOU’RE FINISHED, YOU’LL HAVE EVERYTHING YOU NEED TO START BUILDING INDUSTRIAL-STRENGTH C APPLICATIONS. PRACTICAL, EXAMPLE-RICH COVERAGE OF: C PROGRAMMING FUNDAMENTALS COMPILING AND DEBUGGING WITH GNU gcc AND GDB, AND VISUAL C++® KEY NEW C11 STANDARD

FEATURES: TYPE GENERIC EXPRESSIONS, ANONYMOUS STRUCTURES AND UNIONS, MEMORY ALIGNMENT, ENHANCED UNICODE® SUPPORT, _STATIC_ASSERT, QUICK_EXIT AND AT_QUICK_EXIT, _NORETURN FUNCTION SPECIFIER, C11 HEADERS C11 MULTITHREADING FOR ENHANCED PERFORMANCE ON TODAY’S MULTICORE SYSTEMS SECURE C PROGRAMMING SECTIONS DATA STRUCTURES, SEARCHING AND SORTING ORDER OF EVALUATION ISSUES, PREPROCESSOR DESIGNATED INITIALIZERS, COMPOUND LITERALS, BOOL TYPE, COMPLEX NUMBERS, VARIABLE-LENGTH ARRAYS, RESTRICTED POINTERS, TYPE GENERIC MATH, INLINE FUNCTIONS, AND MORE. VISIT WWW.DEITEL.COM 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 DOWNLOAD CODE EXAMPLES TO RECEIVE UPDATES FOR THIS BOOK, SUBSCRIBE TO THE FREE DEITEL® BUZZ ONLINE E-MAIL NEWSLETTER AT WWW.DEITEL.COM/NEWSLETTER/SUBSCRIBE.HTML JOIN THE DEITEL SOCIAL NETWORKING COMMUNITIES ON FACEBOOK® AT FACEBOOK.COM/DEITELFAN , TWITTER® @DEITEL, LINKEDIN® AT BIT.LY/DEITELLINKEDIN AND GOOGLE+Ⓜ AT GPLUS.TO/DEITEL

EFFECTIVE C - ROBERT C. SEACORD 2020-08-11
A DETAILED INTRODUCTION TO THE C PROGRAMMING LANGUAGE FOR EXPERIENCED PROGRAMMERS. THE WORLD RUNS ON CODE WRITTEN IN THE C PROGRAMMING LANGUAGE, YET MOST SCHOOLS BEGIN THE CURRICULUM WITH PYTHON OR JAVA. EFFECTIVE C BRIDGES THIS GAP AND BRINGS C INTO THE MODERN ERA--COVERING THE MODERN C17 STANDARD AS WELL AS POTENTIAL C2X FEATURES. WITH THE AID OF THIS INSTANT CLASSIC, YOU’LL SOON BE WRITING PROFESSIONAL, PORTABLE, AND SECURE C PROGRAMS TO POWER ROBUST SYSTEMS AND SOLVE REAL-WORLD PROBLEMS. ROBERT C. SEACORD INTRODUCES C AND THE C STANDARD LIBRARY WHILE ADDRESSING BEST PRACTICES, COMMON ERRORS, AND OPEN DEBATES IN THE C COMMUNITY. DEVELOPED TOGETHER WITH OTHER C STANDARDS COMMITTEE EXPERTS, EFFECTIVE C WILL TEACH YOU HOW TO DEBUG, TEST, AND ANALYZE C PROGRAMS. YOU’LL BENEFIT FROM SEACORD’S CONCISE EXPLANATIONS OF C LANGUAGE CONSTRUCTS AND BEHAVIORS, AND FROM HIS 40 YEARS OF CODING EXPERIENCE. YOU’LL LEARN: • HOW TO IDENTIFY AND HANDLE UNDEFINED BEHAVIOR IN A C PROGRAM • THE RANGE AND REPRESENTATIONS OF INTEGERS AND FLOATING-POINT VALUES • HOW DYNAMIC MEMORY ALLOCATION WORKS AND HOW TO USE NONSTANDARD FUNCTIONS • HOW TO USE CHARACTER ENCODINGS AND TYPES • HOW TO PERFORM I/O WITH TERMINALS AND FILESYSTEMS USING C STANDARD STREAMS AND POSIX FILE DESCRIPTORS • HOW TO UNDERSTAND THE C COMPILER’S TRANSLATION PHASES AND THE ROLE OF THE PREPROCESSOR • HOW TO TEST, DEBUG, AND ANALYZE C PROGRAMS EFFECTIVE C WILL TEACH YOU HOW TO WRITE PROFESSIONAL, SECURE, AND PORTABLE C CODE THAT WILL STAND THE TEST OF TIME AND HELP STRENGTHEN THE FOUNDATION OF THE COMPUTING WORLD.

C PROGRAMMING - GREG M. PERRY 2013
PROVIDES INSTRUCTIONS FOR WRITING C CODE TO CREATE GAMES AND MOBILE APPLICATIONS USING THE NEW C11

STANDARD.

C PROGRAMMING - K. N. KING 2017-07-13

C++ WAS WRITTEN TO HELP PROFESSIONAL C# DEVELOPERS LEARN MODERN C++ PROGRAMMING. THE AIM OF THIS BOOK IS TO LEVERAGE YOUR EXISTING C# KNOWLEDGE IN ORDER TO EXPAND YOUR SKILLS. WHETHER YOU NEED TO USE C++ IN AN UPCOMING PROJECT, OR SIMPLY WANT TO LEARN A NEW LANGUAGE (OR REACQUAINT YOURSELF WITH IT), THIS BOOK WILL HELP YOU LEARN ALL OF THE FUNDAMENTAL PIECES OF C++ SO YOU CAN BEGIN WRITING YOUR OWN C++ PROGRAMS. THIS UPDATED AND EXPANDED SECOND EDITION OF BOOK PROVIDES A USER-FRIENDLY INTRODUCTION TO THE SUBJECT, TAKING A CLEAR STRUCTURAL FRAMEWORK, IT GUIDES THE READER THROUGH THE SUBJECT'S CORE ELEMENTS. A FLOWING WRITING STYLE COMBINES WITH THE USE OF ILLUSTRATIONS AND DIAGRAMS THROUGHOUT THE TEXT TO ENSURE THE READER UNDERSTANDS EVEN THE MOST COMPLEX OF CONCEPTS. THIS SUCCINCT AND ENLIGHTENING OVERVIEW IS A REQUIRED READING FOR ALL THOSE INTERESTED IN THE SUBJECT. WE HOPE YOU FIND THIS BOOK USEFUL IN SHAPING YOUR FUTURE CAREER & BUSINESS.

EXTREME C - KAMRAN AMINI 2019-10-31

PUSH THE LIMITS OF WHAT C - AND YOU - CAN DO, WITH THIS HIGH-INTENSITY GUIDE TO THE MOST ADVANCED CAPABILITIES OF C KEY FEATURES MAKE THE MOST OF C'S LOW-LEVEL CONTROL, FLEXIBILITY, AND HIGH PERFORMANCE A COMPREHENSIVE GUIDE TO C'S MOST POWERFUL AND CHALLENGING FEATURES A THOUGHT-PROVOKING GUIDE PACKED WITH HANDS-ON EXERCISES AND EXAMPLES BOOK DESCRIPTION THERE'S A LOT MORE TO C THAN KNOWING THE LANGUAGE SYNTAX. THE INDUSTRY LOOKS FOR DEVELOPERS WITH A RIGOROUS, SCIENTIFIC UNDERSTANDING OF THE PRINCIPLES AND PRACTICES. EXTREME C WILL TEACH YOU TO USE C'S ADVANCED LOW-LEVEL POWER TO WRITE EFFECTIVE, EFFICIENT SYSTEMS. THIS INTENSIVE, PRACTICAL GUIDE WILL HELP YOU BECOME AN EXPERT C PROGRAMMER. BUILDING ON YOUR EXISTING C KNOWLEDGE, YOU WILL MASTER PREPROCESSOR DIRECTIVES, MACROS, CONDITIONAL COMPILATION, POINTERS, AND MUCH MORE. YOU WILL GAIN NEW INSIGHT INTO ALGORITHM DESIGN, FUNCTIONS, AND STRUCTURES. YOU WILL DISCOVER HOW C HELPS YOU SQUEEZE MAXIMUM PERFORMANCE OUT OF CRITICAL, RESOURCE-CONSTRAINED APPLICATIONS. C STILL PLAYS A CRITICAL ROLE IN 21ST-CENTURY PROGRAMMING, REMAINING THE CORE LANGUAGE FOR PRECISION ENGINEERING, AVIATIONS, SPACE RESEARCH, AND MORE. THIS BOOK SHOWS HOW C WORKS WITH UNIX, HOW TO IMPLEMENT OO PRINCIPLES IN C, AND FULLY COVERS MULTI-PROCESSING. IN EXTREME C, AMINI ENCOURAGES YOU TO THINK, QUESTION, APPLY, AND EXPERIMENT FOR YOURSELF. THE BOOK IS ESSENTIAL FOR ANYBODY WHO WANTS TO TAKE THEIR C TO THE NEXT LEVEL. WHAT YOU WILL LEARN BUILD ADVANCED C KNOWLEDGE ON STRONG FOUNDATIONS, ROOTED IN FIRST PRINCIPLES UNDERSTAND MEMORY STRUCTURES AND COMPILATION PIPELINE AND HOW THEY WORK, AND HOW TO MAKE MOST OUT OF THEM APPLY OBJECT-ORIENTED DESIGN PRINCIPLES TO YOUR PROCEDURAL C CODE WRITE LOW-LEVEL CODE THAT'S CLOSE TO THE HARDWARE AND SQUEEZES MAXIMUM PERFORMANCE OUT OF A COMPUTER SYSTEM MASTER

CONCURRENCY, MULTITHREADING, MULTI-PROCESSING, AND INTEGRATION WITH OTHER LANGUAGES UNIT TESTING AND DEBUGGING, BUILD SYSTEMS, AND INTER-PROCESS COMMUNICATION FOR C PROGRAMMING WHO THIS BOOK IS FOR EXTREME C IS FOR C PROGRAMMERS WHO WANT TO DIG DEEP INTO THE LANGUAGE AND ITS CAPABILITIES. IT WILL HELP YOU MAKE THE MOST OF THE LOW-LEVEL CONTROL C GIVES YOU. *C STUDENT SOLUTIONS MANUAL TO ACCOMPANY C HOW TO PROGRAM, FOURTH EDITION* - HARVEY M. DEITEL 2004

C# - HARVEY M. DEITEL 2002-01

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.

C HOW TO PROGRAM (CD) 4TH EDITION - DEITEL

COMPUTER PROGRAMMING IN C FOR BEGINNERS - AVELINO J. GONZALEZ 2020-11-01

THIS TEXTBOOK IS AN IDEAL INTRODUCTION IN COLLEGE COURSES OR SELF-STUDY FOR LEARNING COMPUTER PROGRAMMING USING THE C LANGUAGE. WRITTEN FOR THOSE WITH MINIMAL OR NO PROGRAMMING EXPERIENCE, COMPUTER PROGRAMMING IN C FOR BEGINNERS OFFERS A HEAVILY GUIDED, HANDS-ON APPROACH THAT ENABLES THE READER TO QUICKLY START PROGRAMMING, AND THEN PROGRESSES TO COVER THE MAJOR CONCEPTS OF C PROGRAMMING THAT ARE CRITICAL FOR AN EARLY STAGE PROGRAMMER TO KNOW AND UNDERSTAND. WHILE THE PROGRESSION OF TOPICS IS CONVENTIONAL, THEIR TREATMENT IS INNOVATIVE AND DESIGNED FOR RAPID UNDERSTANDING OF THE MANY CONCEPTS IN C THAT HAVE TRADITIONALLY PROVEN DIFFICULT FOR BEGINNERS, SUCH AS VARIABLE TYPING AND SCOPE, FUNCTION DEFINITION, PASSING BY VALUE, POINTERS, PASSING BY REFERENCE, ARRAYS, STRUCTURES, BASIC MEMORY MANAGEMENT, DYNAMIC MEMORY ALLOCATION, AND LINKED LISTS, AS WELL AS AN INTRODUCTORY TREATMENT OF SEARCHING AND SORTING ALGORITHMS. WRITTEN IN AN INFORMAL BUT CLEAR NARRATIVE, THE BOOK USES EXTENSIVE EXAMPLES THROUGHOUT AND PROVIDES DETAILED GUIDANCE ON HOW TO WRITE THE C CODE TO ACHIEVE THE OBJECTIVES OF THE EXAMPLE PROBLEMS. DERIVED FROM THE AUTHOR'S MANY YEARS OF TEACHING HANDS-ON COLLEGE COURSES, IT ENCOURAGES THE READER TO FOLLOW ALONG BY PROGRAMMING THE PROGRESSIVELY MORE COMPLEX EXERCISE PROGRAMS PRESENTED. IN SOME SECTIONS, ERRORS ARE PURPOSELY INSERTED INTO THE CODE TO TEACH THE READER ABOUT THE COMMON PITFALLS OF PROGRAMMING IN GENERAL, AND THE C LANGUAGE IN PARTICULAR.

C HOW TO PROGRAM - PAUL J. DEITEL 2015-12-21

FOR COURSES IN COMPUTER PROGRAMMING THIS PACKAGE CONTAINS MYPROGRAMMINGLAB 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 STUDENTS A CHANCE TO RUN EACH PROGRAM AS THEY STUDY IT AND SEE HOW THEIR LEARNING APPLIES TO REAL WORLD PROGRAMMING SCENARIOS. PERSONALIZE LEARNING WITH MYPROGRAMMINGLAB. THIS PACKAGE INCLUDES MYPROGRAMMINGLAB, AN ONLINE HOMEWORK, TUTORIAL, AND ASSESSMENT PROGRAM DESIGNED TO WORK WITH THIS TEXT TO ENGAGE STUDENTS AND IMPROVE RESULTS. WITHIN ITS STRUCTURED ENVIRONMENT, STUDENTS PRACTICE WHAT THEY LEARN, TEST THEIR UNDERSTANDING, AND PURSUE A PERSONALIZED STUDY PLAN THAT HELPS THEM BETTER ABSORB COURSE MATERIAL AND UNDERSTAND DIFFICULT CONCEPTS. MYPROGRAMMINGLAB SHOULD ONLY BE PURCHASED WHEN REQUIRED BY AN INSTRUCTOR. PLEASE BE SURE YOU HAVE THE CORRECT ISBN AND COURSE ID. INSTRUCTORS, CONTACT YOUR PEARSON REPRESENTATIVE FOR MORE INFORMATION.

JAVA 9 FOR PROGRAMMERS - PAUL J. DEITEL 2017-05-16
 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, LAMBDA'S, 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 DEITEL'S 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" LAMBDA'S, 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
PRACTICAL C++ PROGRAMMING - STEVE OUALLINE 2002-12

C++ IS A POWERFUL, HIGHLY FLEXIBLE, AND ADAPTABLE PROGRAMMING LANGUAGE THAT ALLOWS SOFTWARE ENGINEERS TO ORGANIZE AND PROCESS INFORMATION QUICKLY AND EFFECTIVELY. BUT THIS HIGH-LEVEL LANGUAGE IS RELATIVELY DIFFICULT TO MASTER, EVEN IF YOU ALREADY KNOW THE C PROGRAMMING LANGUAGE. THE NEW SECOND EDITION OF "PRACTICAL C++ PROGRAMMING IS A COMPLETE INTRODUCTION TO THE C++ LANGUAGE FOR PROGRAMMERS WHO ARE LEARNING C++. REFLECTING THE LATEST CHANGES TO THE C++ STANDARD, THIS NEW EDITION TAKES A USEFUL DOWN-TO-EARTH APPROACH, PLACING A STRONG EMPHASIS ON HOW TO DESIGN CLEAN, ELEGANT CODE. IN SHORT, TO-THE-POINT CHAPTERS, ALL ASPECTS OF PROGRAMMING ARE COVERED INCLUDING STYLE, SOFTWARE ENGINEERING, PROGRAMMING DESIGN, OBJECT-ORIENTED DESIGN, AND DEBUGGING. IT ALSO COVERS COMMON MISTAKES AND HOW TO FIND (AND AVOID) THEM. END OF CHAPTER EXERCISES HELP YOU ENSURE YOU'VE MASTERED THE MATERIAL. STEVE OUALLINE'S CLEAR, EASY-GOING WRITING STYLE AND HANDS-ON APPROACH TO LEARNING MAKE "PRACTICAL C++ PROGRAMMING A NEARLY PAINLESS WAY TO MASTER THIS COMPLEX BUT POWERFUL PROGRAMMING LANGUAGE.

INTERNET & WORLD WIDE WEB - HARVEY M. DEITEL 2002
 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 DEITEL'S 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.

C - PAUL J. DEITEL 2016

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.

THE ANARCHIST COOKBOOK - WILLIAM POWELL
2018-03-11

THE ANARCHIST COOKBOOK WILL SHOCK, IT WILL DISTURB, IT WILL PROVOKE. IT PLACES IN HISTORICAL PERSPECTIVE AN ERA WHEN "TURN ON, BURN DOWN, BLOW UP" ARE REVOLUTIONARY SLOGANS OF THE DAY. SAYS THE AUTHOR "THIS BOOK... IS NOT WRITTEN FOR THE MEMBERS OF FRINGE POLITICAL GROUPS, SUCH AS THE WEATHERMAN, OR THE MINUTEMEN. THOSE RADICAL GROUPS DON'T NEED THIS BOOK. THEY ALREADY KNOW EVERYTHING THAT'S IN HERE. IF THE REAL PEOPLE OF AMERICA, THE SILENT MAJORITY, ARE GOING TO SURVIVE, THEY MUST EDUCATE THEMSELVES. THAT IS THE PURPOSE OF THIS BOOK." IN WHAT THE AUTHOR CONSIDERS A SURVIVAL GUIDE, THERE IS EXPLICIT INFORMATION ON THE USES AND EFFECTS OF DRUGS, RANGING FROM POT TO HEROIN TO PEANUTS. THERE I DETAILED ADVICE CONCERNING ELECTRONICS, SABOTAGE, AND SURVEILLANCE, WITH DATA ON EVERYTHING FROM BUGS TO SCRAMBLERS. THERE IS A COMPREHENSIVE CHAPTER ON NATURAL, NON-LETHAL, AND LETHAL WEAPONS, RUNNING THE GAMUT FROM CATTLE PRODS TO SUB-MACHINE GUNS TO BOWS AND ARROWS.

C++ HOW TO PROGRAM - PAUL J. DEITEL 2011

LATE OBJECTS VERSION: C++ HOW TO PROGRAM, 7/E IS IDEAL 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 A LATE OBJECTS APPROACH. THE AUTHORS EMPHASIZE ACHIEVING PROGRAM CLARITY THROUGH

STRUCTURED AND OBJECT-ORIENTED PROGRAMMING, SOFTWARE REUSE AND COMPONENT-ORIENTED SOFTWARE CONSTRUCTION. THE SEVENTH 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. THE LATE OBJECTS VERSION DELAYS COVERAGE OF CLASS DEVELOPMENT UNTIL CHAPTER 9, PRESENTING CONTROL STATEMENTS, FUNCTIONS, ARRAYS AND POINTERS IN A NON-OBJECT-ORIENTED, PROCEDURAL PROGRAMMING CONTEXT.

EXPERT C PROGRAMMING - PETER VAN DER LINDEN 1994
SOFTWARE -- PROGRAMMING LANGUAGES.

A COMPLETE GUIDE TO PROGRAMMING IN C++ - ULLA KIRCH-PRINZ 2002

THIS GUIDE WAS WRITTEN FOR READERS INTERESTED IN LEARNING THE C++ PROGRAMMING LANGUAGE FROM SCRATCH, AND FOR BOTH NOVICE AND ADVANCED C++ PROGRAMMERS WISHING TO ENHANCE THEIR KNOWLEDGE OF C++. THE TEXT IS ORGANIZED TO GUIDE THE READER FROM ELEMENTARY LANGUAGE CONCEPTS TO PROFESSIONAL SOFTWARE DEVELOPMENT, WITH IN DEPTH COVERAGE OF ALL THE C++ LANGUAGE ELEMENTS EN ROUTE.

C - PAUL J. DEITEL 2010-01

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.

SELF-EMPLOYMENT TAX - 1988

C - PAUL J. DEITEL 2013

C++ HOW TO PROGRAM (EARLY OBJECTS VERSION) - PAUL J. DEITEL 2013-05-17

NOTE: YOU ARE PURCHASING A STANDALONE PRODUCT; MYPROGRAMMINGLAB DOES NOT COME PACKAGED WITH THIS CONTENT. IF YOU WOULD LIKE TO PURCHASE BOTH THE PHYSICAL TEXT AND MYPROGRAMMINGLAB SEARCH FOR ISBN-10: 0133450732/ISBN-13: 9780133450736 . THAT PACKAGE INCLUDES ISBN-10: 0133146146/ISBN-13: 9780133146141 AND ISBN-10: 0133378713/ISBN-13: 9780133378719. MYPROGRAMMINGLAB SHOULD ONLY BE PURCHASED WHEN REQUIRED BY AN INSTRUCTOR 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 NINTH 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. MyPROGRAMMINGLAB FOR C++ HOW TO PROGRAM IS A TOTAL LEARNING PACKAGE. MyPROGRAMMINGLAB IS AN ONLINE HOMEWORK, TUTORIAL, AND ASSESSMENT PROGRAM THAT TRULY ENGAGES STUDENTS IN LEARNING. IT HELPS STUDENTS BETTER PREPARE FOR CLASS, QUIZZES, AND EXAMS—RESULTING IN BETTER PERFORMANCE IN THE COURSE—AND PROVIDES EDUCATORS A DYNAMIC SET OF TOOLS FOR GAUGING INDIVIDUAL AND CLASS PROGRESS. AND, MyPROGRAMMINGLAB COMES FROM PEARSON, YOUR PARTNER IN PROVIDING THE BEST DIGITAL LEARNING EXPERIENCE. VIEW

THE DEITEL BUZZ ONLINE TO LEARN MORE ABOUT THE NEWEST PUBLICATIONS FROM THE DEITELS.

C - PAUL J. DEITEL 2016

C PROGRAMMING - SHUBHNANDAN JAMWAL 2014

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.

- PAUL DEITEL

2015-06-08

C HOW TO PROGRAM AND INTRO TO MATLAB 7 PKG - HARVEY M. DEITEL 2004-11-22

C HOW TO PROGRAM + MyPROGRAMMINGLAB WITH PEARSON ETEXT ACCESS CARD