

Basic Programming Principles 2nd Edition

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Beginning Programming For Dummies - Wallace Wang 2011-02-25

Do you think the programmers who work at your office are magical wizards who hold special powers that manipulate your computer? Believe it or not, anyone can learn how to write programs, and it doesn't take a higher math and science education to start. **Beginning Programming for Dummies** shows you how computer programming works without all the technical details or hard programming language. It explores the common parts of every computer programming language and how to write for multiple platforms like Windows, Mac OS X, or Linux. This easily accessible guide provides you with the tools you need to: Create programs and divide them into subprograms Develop variables and use constants Manipulate strings and convert them into numbers Use an array as storage space Reuse and rewrite code Isolate data Create a user interface Write programs for the Internet Utilize JavaScript and Java Applets In addition to these essential building blocks, this guide features a companion CD-ROM containing Liberty BASIC compiler and code in several languages. It also provides valuable programming resources and lets you in on cool careers for programmers. With **Beginning Programming of Dummies**, you can take charge of your computer and begin programming today!

Schaum's Outline of Digital Principles - Roger L. Tokheim 1994-01-22

Details number systems, digital codes, logic gates, combinational logic circuits, TTL and CMOS ICs, encoders, decoders, display drivers, LED LCD and VF seven-segment displays, flip-flops, other multivibrators, sequential logic, counters, shift registers, semiconductor and bulk storage memories, multiplexers, demultiplexers, latches and buffers, digital data transmission, magnitude comparators, Schmitt trigger devices and programmable logic arrays.

Beginning VB.NET - Richard Blair 2004-08-18

What is this book about? Visual Basic .NET is the latest version of the most widely used programming language in the world, popular with professional developers and complete beginners alike. This book will teach you Visual Basic .NET from first principles. You'll quickly and easily learn how to write Visual Basic .NET code and create attractive windows and forms for the users of your applications. To get you started on the road to professional development, you'll also learn about object-oriented programming, creating your own controls, working with databases, creating menus, and working with graphics. This second edition has been thoroughly tested on the full release version of .NET. The book is written in the proven Wrox beginning style with clear explanations and plenty of code samples. Every new concept is explained thoroughly with Try It Out examples and there are end-of-chapter questions to test yourself. What does this book cover? In this book, you will learn how to install Visual Basic .NET Write Visual Basic .NET code Understand what the .NET framework is and why it's important Control the flow through your application with loops and branching structures Create useful windows and screens Create your own menus Gain a complete understanding of object-oriented programming Work with graphics Create your own controls Access databases with ADO.NET Create applications for the Web Who is this book for? This book is aimed at readers who wish to learn to program using Visual Basic .NET. It assumes you have no prior experience of programming, but moves at a fast enough pace to be interesting if you have programmed in another language.

Schaum's Outline of Theory and Problems of Engineering Thermodynamics - Merle C. Potter 1993

Programmer's Guide to Drupal - Jennifer Hodgdon 2015-10-13

If you're a web programmer, your experiences have taught you certain lessons—and only some of them apply well to Drupal. Drupal has its own set of programming principles that require a different approach, and many programmers make mistakes when relying on skills they've used for other projects. This book will show you which programming techniques you can use—and which you should avoid—when building web applications with this popular content management framework. Updated to cover both Drupal 7 and Drupal 8, the guidelines in this book demonstrate which programming practices conform to the "Drupal way" and which don't. The book also serves as an excellent guide for Drupal 7 programmers looking to make the transition to Drupal 8. Get an overview of Drupal, including Drupal core and add-on modules and themes Learn Drupal's basic programming principles, such as the ability to customize behavior and output with hooks Compare Drupal 7 and Drupal 8 programming methods, APIs, and concepts Discover common Drupal programming mistakes—and why hacking is one of them Explore specific areas where you can put your programming skills to work Learn about the new object-oriented Drupal 8 API, including plugins and services

The Second Age of Computer Science - Subrata Dasgupta 2018

Between the genesis of computer science in the 1960s and the advent of the World Wide Web around 1990, computer science evolved in significant ways. The author has termed this period the "second age of computer science." This book describes its evolution in the form of several interconnected parallel histories.

Paperbound Books in Print - 1992

The Database Hacker's Handbook Defending Database - David Litchfield Chris Anley John Heasman Bill Gri 2005

Programming - Bjarne Stroustrup 2014-06-02

An introduction to programming by the inventor of C++ Preparation for programming in the real world The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on fundamental concepts and techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For beginners—and anyone who wants to learn something new The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a broad view The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

It Began with Babbage - Subrata Dasgupta 2014-03

A complete and accessible history of computer science, beginning with Charles Babbage in 1819.

Programming Principles in Computer Graphics - Leendert Ammeraal 1986

This book deals with the most essential elements of computer graphics, namely analytic geometry and programming. It explains how programmers can use plotters and other graphic devices without discussing in detail how these devices work, and in what types they are now available.

Strange Code - Ronald T. Kneusel 2022-09-27

Strengthen your overall coding skills by exploring the wonderful, wild, and often weird world of esoteric languages (esolangs). **Strange Code** starts with a dive into the underlying history of programming, covering the early computer-science concepts, like Turing machines and Turing completeness, that led to the languages we use today. It then explores the realm of "atypical" programming languages, introducing you to the out-of-the-box thinking that comes from these unusual approaches to coding. Later chapters address the even more unusual esolangs, nearly all of which are like nothing you've ever seen. Finally, author Ron Kneusel helps you develop and use two entirely new programming languages. You may not apply these languages in your day job, but this one-of-a-kind book will motivate you to think differently about what it means to express thought through code, while discovering the far-flung boundaries of programming. You'll learn: How to program with pictures using Piet How to write two-dimensional programs in Befunge How to implement machine-learning algorithms using the text pattern matching language SNOBOL How to decipher brainfuck code like [->-[>+>]>[[[-+]+>+>]]<<<<]/LILHow to design and create two original programming languages Learning to think in these languages will make you a better, more confident programmer.

Schaum's Outline of Theory and Problems of Biology - George Fried 1990

Each chapter summarizes a major theme, followed by selected problems, plus supplementary problems, with answers, applicable to college level text

PROGRAMMING FOR THE ABSOLUTE BEGINNER - JERRY LEE FORD JR. 2015-02-10

PROGRAMMING FOR THE ABSOLUTE BEGINNER, SECOND EDITION IS A FRIENDLY GUIDE THAT TEACHES THE FUNDAMENTALS OF COMPUTER PROGRAMMING USING JUST BASIC.

CODE LIKE A PRO IN C# - JORT RODENBURG 2021-07-27

CRITICAL BUSINESS APPLICATIONS WORLDWIDE ARE WRITTEN IN THE VERSATILE C# LANGUAGE AND THE POWERFUL .NET PLATFORM, RUNNING ON DESKTOPS, CLOUD SYSTEMS, AND WINDOWS OR LINUX SERVERS. CODE LIKE A PRO IN C# MAKES IT EASY TO TURN YOUR EXISTING ABILITIES IN C# OR ANOTHER OO LANGUAGE (SUCH AS JAVA) INTO PRACTICAL C# MASTERY.

JAVA GENTLY - JUDY BISHOP 2001

THE THIRD EDITION OF JAVA GENTLY BY JUDITH BISHOP CONTINUES THE SUCCESSFUL APPROACH THAT MADE EARLIER VERSIONS POPULAR AND HAS ADDED IMPROVEMENTS WHICH WILL MAINTAIN ITS PLACE AS A WORLDWIDE BESTSELLER. JAVA GENTLY TEACHES THE READER HOW TO PROGRAM AND HOW TO DO IT IN THE BEST POSSIBLE STYLE IN JAVA. IN THE PROCESS, IT DETAILS THE FUNDAMENTAL STRUCTURES OF THE JAVA 2 LANGUAGE AND MOST OF ITS CORE LIBRARIES AND UTILITIES. THE BOOK COVERS OBJECT-ORIENTATION, SOFTWARE DESIGN, STRUCTURED PROGRAMMING, GRAPHICAL USER INTERFACING, EVENT-DRIVEN PROGRAMMING, NETWORKING, AND AN INTRODUCTION TO DATA STRUCTURES. JAVA GENTLY GETS STUDENTS STARTED ON MEANINGFUL INPUT/OUTPUT IN AN OBJECT-ORIENTED WAY WITHOUT HIDING BASIC CONCEPTS. APPLETS, MULTIMEDIA, GRAPHICS, AND NETWORKING ARE INTRODUCED AS STUDENTS ENCOUNTER AND CAN HANDLE CLASSES, OBJECTS, INSTANTIATION, AND INHERITANCE. THE TEXTBOOK'S EXCELLENT PEDAGOGY REINFORCES UNDERSTANDING AND DEMONSTRATES GOOD PROGRAMMING PRACTICE. THE THREE KINDS OF DIAGRAMS INCLUDE MODEL, FORM, AND ALGORITHM DIAGRAMS. THE FULLY WORKED EXAMPLES HAVE BEEN CAREFULLY CHOSEN TO ILLUSTRATE RECENTLY INTRODUCED CONCEPTS AND SOLVE REAL-WORLD PROBLEMS IN A USER-FRIENDLY MANNER. END OF CHAPTER MULTIPLE CHOICE QUIZZES AND PROBLEMS ALLOW STUDENTS TO TEST THEIR COMPREHENSION OF THE MATERIAL. FEATURES - NEW! UPDATED FOR JAVA 2 INCLUDING AN INTRODUCTION TO THE SWING SET - NEW! MODEL DIAGRAMS EASIER TO DRAW AND BROUGHT INTO LINE WITH UML-BASED NOTATION - NEW! EXPANDED FORM DIAGRAMS INCLUDE A SEMANTICS SECTION AND ARE COLLECTED AT THE END OF THE BOOK AS A USEFUL REFERENCE - NEW! A WEB SITE CONTAINING QUIZZES, EXAMPLES, FAQs, A DISCUSSION BOARD AND EMAILCONTACT WITH THE AUTHOR AND THE JAVA GENTLY TEAM CAN BE FOUND AT WWW.BOOKSITES.NET JAVA GENTLY IS INTENDED FOR FIRST TIME PROGRAMMERS AS WELL AS THOSE FASCINATED BY THE POSSIBILITIES OF JAVA AND THE INTERNET. JUDITH BISHOP IS PROFESSOR OF COMPUTER SCIENCE AT THE UNIVERSITY OF PRETORIA, AND HAS A WEALTH OF EXPERIENCE TEACHING PROGRAMMING TO UNDERGRADUATES. SHE IS THE AUTHOR OF NINE OTHER TEXTBOOKS. SHE SERVES ON IFIP AND IEEE COMMITTEES CONCERNED WITH THE TECHNICAL PROGRAMMING ISSUES AND THE WORLDWIDE PROMOTION OF COMPUTING.

STRUCTURED BASIC PROGRAMMING - JOHN G. KEMENY 1987-03-27

AN INTRODUCTION TO COMPUTER PROGRAMMING VIA WELL-STRUCTURED BASIC. ASSUMING NO PRIOR KNOWLEDGE OF BASIC, THIS BOOK PRESENTS THE FUNDAMENTALS OF PROGRAMMING, THEN SHOWS, THROUGH EXAMPLES AND PROBLEMS, HOW ALGORITHMIC PROCESSES FROM MANY FIELDS CAN BE TRANSCRIBED INTO COMPUTER PROGRAMS. EMPHASIS IS ON USE OF SUBROUTINES, AND ON COLLECTIONS OF EXTERNAL SUBROUTINES CALLED LIBRARIES, AS WELL AS ON USE OF TOP-DOWN DESIGN. SECTION ON PROGRAMMING TECHNIQUES INCLUDES ADVICE ON HOW TO DESIGN, CODE, TEST, AND DEBUG LARGE PROGRAMS. CONTAINS VARIED APPLICATIONS: TEXT, MATHEMATICAL, BUSINESS, GAMES, GRAPHICS, AND MUSIC.

FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C# - SVETLIN NAKOV 2013-09-01

THE FREE BOOK "FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#" IS A COMPREHENSIVE COMPUTER PROGRAMMING TUTORIAL THAT TEACHES PROGRAMMING, LOGICAL THINKING, DATA STRUCTURES AND ALGORITHMS, PROBLEM SOLVING AND HIGH QUALITY CODE WITH LOTS OF EXAMPLES IN C#. IT STARTS WITH THE FIRST STEPS IN PROGRAMMING AND SOFTWARE DEVELOPMENT LIKE VARIABLES, DATA TYPES, CONDITIONAL STATEMENTS, LOOPS AND ARRAYS AND CONTINUES WITH OTHER BASIC TOPICS LIKE METHODS, NUMERAL SYSTEMS, STRINGS AND STRING PROCESSING, EXCEPTIONS, CLASSES AND OBJECTS. AFTER THE BASICS THIS FUNDAMENTAL PROGRAMMING BOOK ENTERS INTO MORE ADVANCED PROGRAMMING TOPICS LIKE RECURSION, DATA STRUCTURES (LISTS, TREES, HASH-TABLES AND GRAPHS), HIGH-QUALITY CODE, UNIT TESTING AND REFACTORING, OBJECT-ORIENTED PRINCIPLES (INHERITANCE, ABSTRACTION, ENCAPSULATION AND POLYMORPHISM) AND THEIR IMPLEMENTATION THE C# LANGUAGE. IT ALSO COVERS FUNDAMENTAL TOPICS THAT EACH GOOD DEVELOPER SHOULD KNOW LIKE ALGORITHM DESIGN, COMPLEXITY OF ALGORITHMS AND PROBLEM SOLVING. THE BOOK USES C# LANGUAGE AND VISUAL STUDIO TO ILLUSTRATE THE PROGRAMMING CONCEPTS AND EXPLAINS SOME C# / .NET SPECIFIC TECHNOLOGIES LIKE LAMBDA EXPRESSIONS, EXTENSION METHODS AND LINQ. THE BOOK IS WRITTEN BY A TEAM OF DEVELOPERS LEAD BY SVETLIN NAKOV WHO HAS 20+ YEARS PRACTICAL SOFTWARE DEVELOPMENT EXPERIENCE. IT TEACHES THE MAJOR PROGRAMMING CONCEPTS AND WAY OF THINKING NEEDED TO BECOME A GOOD SOFTWARE ENGINEER AND THE C# LANGUAGE IN THE MEANTIME. IT IS A GREAT START FOR ANYONE WHO WANTS TO BECOME A SKILLFUL SOFTWARE ENGINEER. THE BOOKS DOES NOT TEACH TECHNOLOGIES LIKE DATABASES, MOBILE AND WEB DEVELOPMENT, BUT SHOWS THE TRUE WAY TO MASTER THE BASICS OF PROGRAMMING REGARDLESS OF THE LANGUAGES, TECHNOLOGIES AND TOOLS. IT IS GOOD FOR BEGINNERS AND INTERMEDIATE DEVELOPERS WHO WANT TO PUT A SOLID BASE FOR A SUCCESSFUL CAREER IN THE SOFTWARE ENGINEERING INDUSTRY. THE BOOK IS ACCOMPANIED BY FREE VIDEO LESSONS, PRESENTATION SLIDES AND MIND MAPS, AS WELL AS HUNDREDS OF EXERCISES AND LIVE EXAMPLES. DOWNLOAD THE FREE C# PROGRAMMING BOOK, VIDEOS, PRESENTATIONS AND OTHER RESOURCES FROM [HTTP://INTROPROGRAMMING.INFO](http://introprogramming.info). TITLE: FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C# (THE BULGARIAN C# PROGRAMMING BOOK) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) AUTHOR: SVETLIN NAKOV & Co. PAGES: 1132 LANGUAGE: ENGLISH PUBLISHED: SOFIA, 2013 PUBLISHER: FABER PUBLISHING, BULGARIA WEB SITE: [HTTP://WWW.INTROPROGRAMMING.INFO](http://www.introprogramming.info) LICENSE: CC-ATTRIBUTION-SHARE-ALIKE TAGS: FREE, PROGRAMMING, BOOK, COMPUTER PROGRAMMING, PROGRAMMING FUNDAMENTALS,

EBOOK, BOOK PROGRAMMING, C#, CSHARP, C# BOOK, TUTORIAL, C# TUTORIAL; PROGRAMMING CONCEPTS, PROGRAMMING FUNDAMENTALS, COMPILER, VISUAL STUDIO, .NET, .NET FRAMEWORK, DATA TYPES, VARIABLES, EXPRESSIONS, STATEMENTS, CONSOLE, CONDITIONAL STATEMENTS, CONTROL-FLOW LOGIC, LOOPS, ARRAYS, NUMERAL SYSTEMS, METHODS, STRINGS, TEXT PROCESSING, STRINGBUILDER, EXCEPTIONS, EXCEPTION HANDLING, STACK TRACE, STREAMS, FILES, TEXT FILES, LINEAR DATA STRUCTURES, LIST, LINKED LIST, STACK, QUEUE, TREE, BALANCED TREE, GRAPH, DEPTH-FIRST SEARCH, DFS, BREADTH-FIRST SEARCH, BFS, DICTIONARIES, HASH TABLES, ASSOCIATIVE ARRAYS, SETS, ALGORITHMS, SORTING ALGORITHM, SEARCHING ALGORITHMS, RECURSION, COMBINATORIAL ALGORITHMS, ALGORITHM COMPLEXITY, OOP, OBJECT-ORIENTED PROGRAMMING, CLASSES, OBJECTS, CONSTRUCTORS, FIELDS, PROPERTIES, STATIC MEMBERS, ABSTRACTION, INTERFACES, ENCAPSULATION, INHERITANCE, VIRTUAL METHODS, POLYMORPHISM, COHESION, COUPLING, ENUMERATIONS, GENERICS, NAMESPACES, UML, DESIGN PATTERNS, EXTENSION METHODS, ANONYMOUS TYPES, LAMBDA EXPRESSIONS, LINQ, CODE QUALITY, HIGH-QUALITY CODE, HIGH-QUALITY CLASSES, HIGH-QUALITY METHODS, CODE FORMATTING, SELF-DOCUMENTING CODE, CODE REFACTORING, PROBLEM SOLVING, PROBLEM SOLVING METHODOLOGY, 9789544007737, 9544007733

PROGRAMMING .NET COMPONENTS - JUVAL LOWY 2005-07-27

'PROGRAMMING .NET COMPONENTS', SECOND EDITION, UPDATED TO COVER .NET 2.0., INTRODUCES THE MICROSOFT .NET FRAMEWORK FOR BUILDING COMPONENTS ON WINDOWS PLATFORMS. FROM ITS MANY LESSONS, TIPS, AND GUIDELINES, READERS WILL LEARN HOW TO USE THE .NET FRAMEWORK TO PROGRAM REUSABLE, MAINTAINABLE, AND ROBUST COMPONENTS.

MODERN PROGRAMMING MADE EASY - ADAM L. DAVIS 2020-01-17

GET UP AND RUNNING FAST WITH THE BASICS OF PROGRAMMING USING JAVA AS AN EXAMPLE LANGUAGE. THIS SHORT BOOK GETS YOU THINKING LIKE A PROGRAMMER IN AN EASY AND ENTERTAINING WAY. MODERN PROGRAMMING MADE EASY TEACHES YOU BASIC CODING PRINCIPLES, INCLUDING WORKING WITH LISTS, SETS, ARRAYS, AND MAPS; CODING IN THE OBJECT-ORIENTED STYLE; AND WRITING A WEB APPLICATION. THIS BOOK IS LARGELY LANGUAGE AGNOSTIC, BUT MAINLY COVERS THE LATEST APPROPRIATE AND RELEVANT RELEASE OF JAVA, WITH SOME UPDATED REFERENCES TO GROOVY, SCALA, AND JAVASCRIPT TO GIVE YOU A BROAD RANGE OF EXAMPLES TO CONSIDER. YOU WILL GET A TASTE OF WHAT MODERN PROGRAMMING HAS TO OFFER AND SET YOURSELF UP FOR FURTHER STUDY AND GROWTH IN YOUR CHOSEN LANGUAGE. WHAT YOU'LL LEARN WRITE CODE USING THE FUNCTIONAL PROGRAMMING STYLE BUILD YOUR CODE USING THE LATEST RELEASES OF JAVA, GROOVY, AND MORE TEST YOUR CODE READ AND WRITE FROM FILES DESIGN USER INTERFACES DEPLOY YOUR APP IN THE CLOUD WHO THIS BOOK IS FOR ANYONE WHO WANTS TO LEARN HOW TO CODE. WHETHER YOU'RE A STUDENT, A TEACHER, LOOKING FOR A CAREER CHANGE, OR JUST A HOBBYIST, THIS BOOK IS MADE FOR YOU.

SCIENTIFIC AND TECHNICAL BOOKS IN PRINT - 1972

BASIC PROGRAMMING PRINCIPLES - CORRELIE M. PRETORIUS 2012

BEGINNING PROGRAMMING WITH C++ FOR DUMMIES - STEPHEN R. DAVIS 2014-10-27

LEARN TO PROGRAM WITH C++ QUICKLY WITH THIS HELPFUL FOR DUMMIES GUIDE BEGINNING PROGRAMMING WITH C++ FOR DUMMIES, 2ND EDITION GIVES YOU PLAIN-ENGLISH EXPLANATIONS OF THE FUNDAMENTAL PRINCIPLES OF C++, ARMING YOU WITH THE SKILLS AND KNOW-HOW TO EXPERTLY USE ONE OF THE WORLD'S MOST POPULAR PROGRAMMING LANGUAGES. YOU'LL EXPLORE WHAT GOES INTO CREATING A PROGRAM, HOW TO PUT THE PIECES TOGETHER, LEARN HOW TO DEAL WITH STANDARD PROGRAMMING CHALLENGES, AND MUCH MORE. WRITTEN BY THE BESTSELLING AUTHOR OF C++ FOR DUMMIES, THIS UPDATED GUIDE EXPLORES THE BASIC DEVELOPMENT CONCEPTS AND TECHNIQUES OF C++ FROM A BEGINNER'S POINT OF VIEW, AND HELPS MAKE SENSE OF THE HOW AND WHY OF C++ PROGRAMMING FROM THE GROUND UP. BEGINNING WITH AN INTRODUCTION TO HOW PROGRAMMING LANGUAGES FUNCTION, THE BOOK GOES ON TO EXPLORE HOW TO WORK WITH INTEGER EXPRESSIONS AND CHARACTER EXPRESSIONS, KEEP ERRORS OUT OF YOUR CODE, USE LOOPS AND FUNCTIONS, DIVIDE YOUR CODE INTO MODULES, AND BECOME A FUNCTIONAL PROGRAMMER. GRASP C++ PROGRAMMING LIKE A PRO, EVEN IF YOU'VE NEVER WRITTEN A LINE OF CODE MASTER BASIC DEVELOPMENT CONCEPTS AND TECHNIQUES IN C++ GET RID OF BUGS AND WRITE PROGRAMS THAT WORK FIND ALL THE CODE FROM THE BOOK AND AN UPDATED C++ COMPILER ON THE COMPANION WEBSITE IF YOU'RE A STUDENT OR FIRST-TIME PROGRAMMER LOOKING TO MASTER THIS OBJECT-ORIENTED PROGRAMMING LANGUAGE, BEGINNING PROGRAMMING WITH C++ FOR DUMMIES, 2ND EDITION HAS YOU COVERED.

EDUCATIONAL ROBOTICS IN THE MAKERS ERA - DIMITRIS ALIMISIS 2017-03-13

THIS BOOK INCLUDES PAPERS PRESENTED AT THE INTERNATIONAL CONFERENCE "EDUCATIONAL ROBOTICS 2016 (EDUROBOTICS)", ATHENS, NOVEMBER 25, 2016. THE PAPERS BUILD ON CONSTRUCTIVIST AND CONSTRUCTIONIST PEDAGOGY AND COVER A VARIETY OF TOPICS, INCLUDING TEACHER EDUCATION, DESIGN OF EDUCATIONAL ROBOTICS ACTIVITIES, DIDACTICAL MODELS, ASSESSMENT METHODS, THEATER ROBOTICS, PROGRAMMING & MAKING ELECTRONICS WITH SNAP4ARDUINO, THE DUCKIETOWN PROJECT, ROBOTICS DRIVEN BY TANGIBLE PROGRAMMING, LEGO MINDSTORMS COMBINED WITH APP INVENTOR, THE ORBITAL EDUCATION PLATFORM, ANTHROPOMORPHIC ROBOTS AND HUMAN MEANING MAKERS IN EDUCATION, AND MORE. IT PROVIDES RESEARCHERS INTERESTED IN EDUCATIONAL ROBOTICS WITH THE LATEST ADVANCES IN THE FIELD WITH A FOCUS ON SCIENCE, TECHNOLOGY, ENGINEERING, ARTS AND MATHEMATICS (STEAM) EDUCATION. AT THE SAME TIME IT OFFERS TEACHERS AND EDUCATORS FROM PRIMARY TO SECONDARY AND TERTIARY EDUCATION INSIGHTS INTO HOW EDUCATIONAL ROBOTICS CAN TRIGGER THE DEVELOPMENT OF TECHNOLOGICAL INTEREST AND 21ST CENTURY SKILLS IN STEAM EDUCATION (CREATIVE THINKING, TEAM WORKING, PROBLEM SOLVING).

BOOKS IN PRINT - 1995

PROGRAMMER'S GUIDE TO DRUPAL - JENNIFER HODGDON 2013

"PRINCIPLES, PRACTICES, AND PITFALLS"--COVER.

PROGRAMMING IN HASKELL - GRAHAM HUTTON 2007-01-15

HASKELL IS ONE OF THE LEADING LANGUAGES FOR TEACHING FUNCTIONAL PROGRAMMING, ENABLING STUDENTS TO WRITE SIMPLER AND CLEANER CODE, AND TO LEARN HOW TO STRUCTURE AND REASON ABOUT PROGRAMS. THIS INTRODUCTION IS IDEAL FOR BEGINNERS: IT REQUIRES NO PREVIOUS PROGRAMMING EXPERIENCE AND ALL CONCEPTS ARE EXPLAINED FROM FIRST PRINCIPLES VIA CAREFULLY CHOSEN EXAMPLES. EACH CHAPTER INCLUDES EXERCISES THAT RANGE FROM THE STRAIGHTFORWARD TO EXTENDED PROJECTS, PLUS SUGGESTIONS FOR FURTHER READING ON MORE ADVANCED TOPICS. THE AUTHOR IS A LEADING HASKELL RESEARCHER AND INSTRUCTOR, WELL-KNOWN FOR HIS TEACHING SKILLS. THE PRESENTATION IS CLEAR AND SIMPLE, AND BENEFITS FROM HAVING BEEN REFINED AND CLASS-TESTED OVER SEVERAL YEARS. THE RESULT IS A TEXT THAT CAN BE USED WITH COURSES, OR FOR SELF-LEARNING. FEATURES INCLUDE FREELY ACCESSIBLE POWERPOINT SLIDES FOR EACH CHAPTER, SOLUTIONS TO EXERCISES AND EXAMINATION QUESTIONS (WITH SOLUTIONS) AVAILABLE TO INSTRUCTORS, AND A DOWNLOADABLE CODE THAT'S FULLY COMPLIANT WITH THE LATEST HASKELL RELEASE.

COMPUTER GRAPHICS - JAMES D. FOLEY 1996

A GUIDE TO THE CONCEPTS AND APPLICATIONS OF COMPUTER GRAPHICS COVERS SUCH TOPICS AS INTERACTION TECHNIQUES, DIALOGUE DESIGN, AND USER INTERFACE SOFTWARE.

ELECTRICAL TRADE PRACTICES 2ND EDITION - RALPH BERRY 2019-02-01

WRITTEN TO THE CORE PRACTICAL UNITS OF COMPETENCY FROM THE UEE11 ELECTROTECHNOLOGY TRAINING PACKAGE, ELECTRICAL TRADE PRACTICES 2E BY BERRY, CAHILL AND CHADWICK PROVIDES A PRACTICAL YET COMPREHENSIVE COMPANION TEXT, COVERING THE PRACTICAL UNITS WITHIN THE UEE30811 CERTIFICATE III IN THE ELECTROTECHNOLOGY ELECTRICIAN QUALIFICATION. ELECTRICAL TRADE PRACTICES IS THE PRACTICAL VOLUME TO ACCOMPANY PHILLIPS, ELECTRICAL PRINCIPLES.

SCHAUM'S OUTLINE OF THEORY AND PROBLEMS OF PRINCIPLES OF ACCOUNTING I - JOEL J. LERNER 1993

ACCOUNTING I, 4/E, AS THE PREVIOUS EDITIONS, IS INTENDED TO COVER THE FIRST SEMESTER OF AN INTRODUCTORY ACCOUNTING COURSE FOR TWO- AND FOUR-YEAR COLLEGES AND BUSINESS SCHOOLS. THIS EDITION IS EXPANDED AND UPDATED. NEW CHAPTERS ON THE MERCHANDISING COMPANY, ALTERNATIVE INVENTORY EVALUATION METHODS, THE PAYROLL SYSTEM, PAYROLL ACCOUNTING, AND PROPERTY IS ADDED.

COMPUTER BOOK REVIEW - 1987

THE ELEMENTS OF COMPUTING SYSTEMS - NOAM NISAN 2008

THIS TITLE GIVES STUDENTS AN INTEGRATED AND RIGOROUS PICTURE OF APPLIED COMPUTER SCIENCE, AS IT COMES TO PLAY IN THE CONSTRUCTION OF A SIMPLE YET POWERFUL COMPUTER SYSTEM.

CODE COMPLETE - STEVE MCCONNELL 2004-06-09

WIDELY CONSIDERED ONE OF THE BEST PRACTICAL GUIDES TO PROGRAMMING, STEVE MCCONNELL'S ORIGINAL CODE COMPLETE HAS BEEN HELPING DEVELOPERS WRITE BETTER SOFTWARE FOR MORE THAN A DECADE. NOW THIS CLASSIC BOOK HAS BEEN FULLY UPDATED AND REVISED WITH LEADING-EDGE PRACTICES—AND HUNDREDS OF NEW CODE SAMPLES—ILLUSTRATING THE ART AND SCIENCE OF SOFTWARE CONSTRUCTION. CAPTURING THE BODY OF KNOWLEDGE AVAILABLE FROM RESEARCH, ACADEMIA, AND EVERYDAY COMMERCIAL PRACTICE, MCCONNELL SYNTHESIZES THE MOST EFFECTIVE TECHNIQUES AND MUST-KNOW PRINCIPLES INTO CLEAR, PRAGMATIC GUIDANCE. NO MATTER WHAT YOUR EXPERIENCE LEVEL, DEVELOPMENT ENVIRONMENT, OR PROJECT SIZE, THIS BOOK WILL INFORM AND STIMULATE YOUR THINKING—AND HELP YOU BUILD THE HIGHEST QUALITY CODE. DISCOVER THE TIMELESS TECHNIQUES AND STRATEGIES THAT HELP YOU: DESIGN FOR MINIMUM COMPLEXITY AND MAXIMUM CREATIVITY REAP THE BENEFITS OF COLLABORATIVE DEVELOPMENT APPLY DEFENSIVE PROGRAMMING TECHNIQUES TO REDUCE AND FLUSH OUT ERRORS EXPLOIT OPPORTUNITIES TO REFACTOR—OR EVOLVE—CODE, AND DO IT SAFELY USE CONSTRUCTION PRACTICES THAT ARE RIGHT-WEIGHT FOR YOUR PROJECT DEBUG PROBLEMS QUICKLY AND EFFECTIVELY RESOLVE CRITICAL CONSTRUCTION ISSUES EARLY AND CORRECTLY BUILD QUALITY INTO THE BEGINNING, MIDDLE, AND END OF YOUR PROJECT

LEARNING PROCESSING - DANIEL SHIFFMAN 2015-09-09

LEARNING PROCESSING, SECOND EDITION, IS A FRIENDLY START-UP GUIDE TO PROCESSING, A FREE, OPEN-SOURCE ALTERNATIVE TO EXPENSIVE SOFTWARE AND DAUNTING PROGRAMMING LANGUAGES. REQUIRING NO PREVIOUS EXPERIENCE, THIS BOOK IS FOR THE TRUE

PROGRAMMING BEGINNER. IT TEACHES THE BASIC BUILDING BLOCKS OF PROGRAMMING NEEDED TO CREATE CUTTING-EDGE GRAPHICS APPLICATIONS INCLUDING INTERACTIVE ART, LIVE VIDEO PROCESSING, AND DATA VISUALIZATION. STEP-BY-STEP EXAMPLES, THOROUGH EXPLANATIONS, HANDS-ON EXERCISES, AND SAMPLE CODE, SUPPORTS YOUR LEARNING CURVE. A UNIQUE LAB-STYLE MANUAL, THE BOOK GIVES GRAPHIC AND WEB DESIGNERS, ARTISTS, AND ILLUSTRATORS OF ALL STRIPES A JUMPSTART ON WORKING WITH THE PROCESSING PROGRAMMING ENVIRONMENT BY PROVIDING INSTRUCTION ON THE BASIC PRINCIPLES OF THE LANGUAGE, FOLLOWED BY CAREFUL EXPLANATIONS OF SELECT ADVANCED TECHNIQUES. THE BOOK HAS BEEN DEVELOPED WITH A SUPPORTIVE LEARNING EXPERIENCE AT ITS CORE. FROM ALGORITHMS AND DATA MINING TO RENDERING AND DEBUGGING, IT TEACHES OBJECT-ORIENTED PROGRAMMING FROM THE GROUND UP WITHIN THE FASCINATING CONTEXT OF INTERACTIVE VISUAL MEDIA. THIS BOOK IS IDEAL FOR GRAPHIC DESIGNERS AND VISUAL ARTISTS WITHOUT PROGRAMMING BACKGROUND WHO WANT TO LEARN PROGRAMMING. IT WILL ALSO APPEAL TO STUDENTS TAKING COLLEGE AND GRADUATE COURSES IN INTERACTIVE MEDIA OR VISUAL COMPUTING, AND FOR SELF-STUDY. A FRIENDLY START-UP GUIDE TO PROCESSING, A FREE, OPEN-SOURCE ALTERNATIVE TO EXPENSIVE SOFTWARE AND DAUNTING PROGRAMMING LANGUAGES NO PREVIOUS EXPERIENCE REQUIRED—THIS BOOK IS FOR THE TRUE PROGRAMMING BEGINNER! STEP-BY-STEP EXAMPLES, THOROUGH EXPLANATIONS, HANDS-ON EXERCISES, AND SAMPLE CODE SUPPORTS YOUR LEARNING CURVE

PRINCIPLES OF CONCURRENT AND DISTRIBUTED PROGRAMMING - M. BEN-ARI 2006

PRINCIPLES OF CONCURRENT AND DISTRIBUTED PROGRAMMING PROVIDES AN INTRODUCTION TO CONCURRENT PROGRAMMING FOCUSING ON GENERAL PRINCIPLES AND NOT ON SPECIFIC SYSTEMS. SOFTWARE TODAY IS INHERENTLY CONCURRENT OR DISTRIBUTED - FROM EVENT-BASED GUI DESIGNS TO OPERATING AND REAL-TIME SYSTEMS TO INTERNET APPLICATIONS. THIS EDITION IS AN INTRODUCTION TO CONCURRENCY AND EXAMINES THE GROWING IMPORTANCE OF CONCURRENCY CONSTRUCTS EMBEDDED IN PROGRAMMING LANGUAGES AND OF FORMAL METHODS SUCH AS MODEL CHECKING.

THE C++ PROGRAMMING LANGUAGE - BJARNE STROUSTRUP 2000

THE MOST WIDELY READ AND TRUSTED GUIDE TO THE C++ LANGUAGE, STANDARD LIBRARY, AND DESIGN TECHNIQUES INCLUDES SIGNIFICANT NEW UPDATES AND TWO NEW APPENDICES ON INTERNATIONALIZATION AND STANDARD LIBRARY TECHNICALITIES. IT IS THE ONLY BOOK WITH AUTHORITATIVE, ACCESSIBLE COVERAGE OF EVERY MAJOR ELEMENT OF ISO/ANSI STANDARD C++.

PROGRAMMING PEARLS - JON BENTLEY 2016-04-21

WHEN PROGRAMMERS LIST THEIR FAVORITE BOOKS, JON BENTLEY'S COLLECTION OF PROGRAMMING PEARLS IS COMMONLY INCLUDED ~~AMONG THE PUBLISHERS'S PUBLICATIONS~~ PEARLS GROW FROM GRAINS OF SAND THAT IRRITATE OYSTERS, PROGRAMMING PEARLS HAVE GROWN FROM REAL PROBLEMS THAT HAVE IRRITATED REAL PROGRAMMERS. WITH ORIGINS BEYOND SOLID ENGINEERING, IN THE REALM OF ~~INSPIRATION AND CREATIVITY TO RESEMBLE SPARKS OFFERS~~ UNIQUE AND CLEVER SOLUTIONS TO THOSE NAGGING PROBLEMS. ILLUSTRATED BY PROGRAMS DESIGNED AS MUCH FOR FUN AS FOR INSTRUCTION, THE BOOK IS FILLED WITH LUCID AND WITTY DESCRIPTIONS OF PRACTICAL PROGRAMMING TECHNIQUES AND FUNDAMENTAL DESIGN PRINCIPLES. IT IS NOT AT ALL SURPRISING THAT PROGRAMMING PEARLS HAS BEEN SO HIGHLY VALUED BY PROGRAMMERS AT EVERY LEVEL OF EXPERIENCE. IN THIS REVISION, THE FIRST IN 14 YEARS, BENTLEY HAS SUBSTANTIALLY UPDATED HIS ESSAYS TO REFLECT CURRENT PROGRAMMING METHODS AND ENVIRONMENTS. IN ADDITION, THERE ARE THREE NEW ESSAYS ON TESTING, DEBUGGING, AND TIMING SET REPRESENTATIONS STRING PROBLEMS ALL THE ORIGINAL PROGRAMS HAVE BEEN REWRITTEN, AND AN EQUAL AMOUNT OF NEW CODE HAS BEEN GENERATED. IMPLEMENTATIONS OF ALL THE PROGRAMS, IN C OR C++, ARE NOW AVAILABLE ON THE WEB. WHAT REMAINS THE SAME IN THIS NEW EDITION IS BENTLEY'S FOCUS ON THE HARD CORE OF PROGRAMMING PROBLEMS AND HIS DELIVERY OF WORKABLE SOLUTIONS TO THOSE PROBLEMS. WHETHER YOU ARE NEW TO BENTLEY'S CLASSIC OR ARE REVISITING HIS WORK FOR SOME FRESH INSIGHT, THE BOOK IS SURE TO MAKE YOUR OWN LIST OF FAVORITES.

- STEWART VENIT 1991-01-01

- 1988

- ALEXANDER K HARTMANN 2015-01-29

THIS BOOK TEACHES YOU ALL NECESSARY (PROBLEM-INDEPENDENT) TOOLS AND TECHNIQUES NEEDED TO IMPLEMENT AND PERFORM SOPHISTICATED SCIENTIFIC NUMERICAL SIMULATIONS. THUS, IT IS SUITED FOR UNDERGRADUATE AND GRADUATE STUDENTS WHO WANT TO BECOME EXPERTS IN COMPUTER SIMULATIONS IN PHYSICS, CHEMISTRY, BIOLOGY, ENGINEERING, COMPUTER SCIENCE AND OTHER FIELDS.