Tk In A Nutshell (In A Nutshell (O'Reilly))

Tcl/Tk in a Nutshell

The Tcl language and Tk graphical toolkit are simple and powerful building blocks for custom applications. The Tcl/Tk combination is increasingly popular because it lets you produce sophisticated graphical interfaces with a few easy commands, develop and change scripts quickly, and conveniently tie together existing utilities or programming libraries.One of the attractive features of Tcl/Tk is the wide variety of commands, many offering a wealth of options. Most of the things you'd like to do have been anticipated by the language's creator, John Ousterhout, or one of the developers of Tcl/Tk's many powerful extensions. Thus, you'll find that a command or option probably exists to provide just what you need.And that's why it's valuable to have a quick reference that briefly describes every command and option in the core Tcl/Tk distribution as well as the most popular extensions. Keep this book on your desk as you write scripts, and you'll be able to find almost instantly the particular option you need.Most chapters consist of alphabetical listings. Since Tk and mega-widget packages break down commands by widget, the chapters on these topics are organized by widget along with a section of core commands where appropriate. Contents include: Core Tcl and Tk commands and Tk widgets C interface (prototypes) Expect [incr Tcl] and [incr Tk] Tix TclX BLT Oratcl, SybTcl, and Tclodbc

Learning the bash Shell

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell.As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides.If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security

LPI Linux Certification in a Nutshell

Companies ranging from IBM to Novell are dramatically expanding Linux training and development. Certification will be a key part of this trend, and support is growing for an industry-wide Linux certification program. Most companies want a vendor-neutral certification initiative, and the Linux Professional Institute (LPI) is the leading effort in this direction. As more corporations adopt Linux as the networking backbone for their IT systems, the demand for certified technicians will become even greater. \"LPI Linux Certification in a Nutshell prepares system administrators for the basic LPI General Linux 101 exam and the more advanced

102 exam, and includes information on objectives and test suggestions. It also provides readers who aren't planning to take the exam with an excellent understanding of the targeted Linux concepts and functions. The book is divided into two parts, one for each of the LPI exams. Each part features a summary of the exam, a Highlighter's Index, labs, suggested exercises, and practice exams to help you pass the LPI exams with flying colors. Part I covers the General Linux 101 Exam: GNU and Unix commands Devices, Linux filesystems, and the filesystem hierarchy standard Boot, initialization, shutdown and run levels Documentation Administrative tasks Part II covers the General Linux 102 Exam: Linux installation and package management The Linux kernel Text editing, processing, and printing Shells, scripting, programming, and compiling X-Windows Networking fundamentals Network services Security For those preparing to take the LPI Linux Certification Exams, this book will prove to be invaluable inits scope and breadth. Linux newbies will also find this book useful for learning more about how to use their Linux system. Jeffrey Dean is a Red Hat Certified Engineer (RHCE) with professional experience in IT management and training delivery.

Perl

This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike.With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know. In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations.In this second edition, \"Perl in a Nutshell\" has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP.Here are just some of the topics contained in this book: Basic Perl referenceQuick reference to built-in functions and standard modulesCGI.pm and mod_perlXML:: * modulesDBI, the database-independent API for PerlSockets programmingLWP, the library for Web programming in PerlNetwork programming with the Net modulesPerl/Tk, the Tk extension to Perl for graphical interfacesModules for interfacing with Win32 systemsAs part of the successful \"in a Nutshell\" book series from O'Reilly & Associates, \"Perl in a Nutshell\" is for readers who want a single reference for all their needs.\"In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible.\"-- Larry Wall, creator of Perl

Statistics in a Nutshell

A clear and concise introduction and reference for anyone new to the subject of statistics.

C++ In a Nutshell

To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++.C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills.The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers.When you're

programming, you need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips.

Exploring Expect

Written by the author of Expect, this is the first book to explain how this new part of the UNIX toolbox can be used to automate telnet, ftp, passwd, rlogin, and hundreds of other interactive applications. The book provides lots of practical examples and scripts solving common problems, including a chapter of extended examples.

Algorithms in a Nutshell

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

Ruby in a Nutshell

Portable and convenient, \"Ruby Essentials\" is a concise reference to the features of Ruby's command-line options, syntax, built-in variables, functions and other commonly used classes. Additional code, discussion and examples are included.

Cisco IOS in a Nutshell

Nearly all Cisco routers run the extremely powerful and complex IOS operating system. This book covers IOS configuration for the TCP/IP family. Readers will find information on configuring lines and interfaces, access lists, routing protocols, and more. Featured is a quick-reference guide to all commands, including the lower-level protocols upon which TCP/IP relies.

Tcl/Tk Pocket Reference

The Tcl/Tk combination is increasingly popular because it lets you produce sophisticated graphical interfaces with a few easy commands, develop and change scripts quickly, and conveniently tie together existing utilities or programming libraries.

Cisco IOS in a Nutshell

Cisco routers are everywhere that networks are. They come in all sizes, from inexpensive units for homes and small offices to equipment costing well over $100,000 and capable of routing at gigabit speeds. A fixture in today's networks, Cisco claims roughly 70% of the router market, producing high-end switches, hubs, and other network hardware. One unifying thread runs through the product line: virtually all of Cisco's products run the Internetwork Operating System, or IOS. If you work with Cisco routers, it's likely that you deal with Cisco's IOS software--an extremely powerful and complex operating system, with an equally complex configuration language. With a cryptic command-line interface and thousands of commands--some of which mean different things in different situations--it doesn't have a reputation for being user-friendly. Fortunately, there's help. This second edition of Cisco IOS in a Nutshell consolidates the most important commands and features of IOS into a single, well-organized volume that you'll find refreshingly user-friendly. This handy, two-part reference covers IOS configuration for the TCP/IP protocol family. The first section includes chapters on the user interface, configuring lines and interfaces, access lists, routing protocols, and dial-on-demand routing and security. A brief, example-filled tutorial shows you how to accomplish common tasks. The second part is a classic O'Reilly quick reference to all the commands for working with TCP/IP and the lower-level protocols on which it relies. Brief descriptions and lists of options help you zero in on the commands you for the task at hand. Updated to cover Cisco IOS Software Major Release 12.3, this second edition includes lots of examples of the most common configuration steps for the routers themselves. It's a timely guide that any network administrator will come to rely on.

Advanced Perl Programming

Covers advanced features of Perl, how the Perl interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation.

R in a Nutshell

Presents a guide to the R computer language, covering such topics as the user interface, packages, syntax, objects, functions, object-oriented programming, data sets, lattice graphics, regression models, and bioconductor.

Social Network Analysis for Startups

Does your startup rely on social network analysis? This concise guide provides a statistical framework to help you identify social processes hidden among the tons of data now available. Social network analysis (SNA) is a discipline that predates Facebook and Twitter by 30 years. Through expert SNA researchers, you'll learn concepts and techniques for recognizing patterns in social media, political groups, companies, cultural trends, and interpersonal networks. You'll also learn how to use Python and other open source tools—such as NetworkX, NumPy, and Matplotlib—to gather, analyze, and visualize social data. This book is the perfect marriage between social network theory and practice, and a valuable source of insight and ideas. Discover how internal social networks affect a company's ability to perform Follow terrorists and revolutionaries through the 1998 Khobar Towers bombing, the 9/11 attacks, and the Egyptian uprising Learn how a single special-interest group can control the outcome of a national election Examine relationships between companies through investment networks and shared boards of directors Delve into the anatomy of cultural fads and trends—offline phenomena often mediated by Twitter and Facebook

21st Century C

Throw out your old ideas about C and get to know a programming language that's substantially outgrown its origins. With this revised edition of 21st Century C, you'll discover up-to-date techniques missing from other C tutorials, whether you're new to the language or just getting reacquainted. C isn't just the foundation of modern programming languages; it is a modern language, ideal for writing efficient, state-of-the-art applications. Get past idioms that made sense on mainframes and learn the tools you need to work with this

evolved and aggressively simple language. No matter what programming language you currently favor, you'll quickly see that 21st century C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn about the problematic C concepts too useful to discard Solve C's string-building problems with C-standard functions Use modern syntactic features for functions that take structured inputs Build high-level, object-based libraries and programs Perform advanced math, talk to internet servers, and run databases with existing C libraries This edition also includes new material on concurrent threads, virtual tables, C99 numeric types, and other features.

The Boys in the Boat (Movie Tie-In)

Now a Major Motion Picture Directed by George Clooney The #1 New York Times bestselling true story about the American rowing triumph of the 1936 Olympics in Berlin—from the author of Facing the Mountain For readers of Unbroken, out of the depths of the Depression comes an irresistible story about beating the odds and finding hope in the most desperate of times—the improbable, intimate account of how nine working-class boys from the American West showed the world at the 1936 Olympics in Berlin what true grit really meant. It was an unlikely quest from the start. With a team composed of the sons of loggers, shipyard workers, and farmers, the University of Washington's eight-oar crew team was never expected to defeat the elite teams of the East Coast and Great Britain, yet they did, going on to shock the world by defeating the German team rowing for Adolf Hitler. The emotional heart of the tale lies with Joe Rantz, a teenager without family or prospects, who rows not only to regain his shattered self-regard but also to find a real place for himself in the world. Drawing on the boys' own journals and vivid memories of a once-in-a-lifetime shared dream, Brown has created an unforgettable portrait of an era, a celebration of a remarkable achievement, and a chronicle of one extraordinary young man's personal quest.

Learning Perl/Tk

This tutorial for Perl/Tk, the extension to Perl for creating graphical user interfaces, shows readers how to use Perl/Tk to build graphical, event-driven applications for both Windows and UNIX. Rife with illustrations, it teaches how to implement and configure each Perl/Tk graphical element.

Tcl/Tk Tools

This book describes a collection of extensions, tools, and applications that have played an essential role in the success of the Tcl scripting language and the Tk toolkit. Both packages are suited to a wide range of tasks, from serving as an embedded control language to controlling NASA's most advanced spacecraft.

Making Software

Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil

Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

Perl/Tk Pocket Reference

This small reference is a guide to almost all Perl/Tk graphical elements, including general widget information and the details of each widget, window management, events, bindings, fonts, images, and geometry management.

R in a Nutshell

Why learn R? Because it's rapidly becoming the standard for developing statistical software. R in a Nutshell provides a quick and practical way to learn this increasingly popular open source language and environment. You'll not only learn how to program in R, but also how to find the right user-contributed R packages for statistical modeling, visualization, and bioinformatics. The author introduces you to the R environment, including the R graphical user interface and console, and takes you through the fundamentals of the object-oriented R language. Then, through a variety of practical examples from medicine, business, and sports, you'll learn how you can use this remarkable tool to solve your own data analysis problems. Understand the basics of the language, including the nature of R objects Learn how to write R functions and build your own packages Work with data through visualization, statistical analysis, and other methods Explore the wealth of packages contributed by the R community Become familiar with the lattice graphics package for high-level data visualization Learn about bioinformatics packages provided by Bioconductor \"I am excited about this book. R in a Nutshell is a great introduction to R, as well as a comprehensive reference for using R in data analytics and visualization. Adler provides 'real world' examples, practical advice, and scripts, making it accessible to anyone working with data, not just professional statisticians.\"

LPI Linux Certification in a Nutshell

LPI Linux Certification in a Nutshell,Second Edition is an invaluable resource for determining what you needto practice to pass the Linux Professional Institute exams. This bookwill helpyou determine when you're ready to take the exams, which aretechnically challenging and designed to reflect the skills thatadministrators needin real working environments. As more corporations adopt Linux as the networking backbone for theirIT systems, the demand for certified technicians will becomeeven greater. Passing the LPI exams will broaden your career optionsbecause the LPICis the most widely known and respected Linux certification program intheworld. Linux Journal recognized the LPI as the bestTraining andCertification Program. The exams were developed by the LinuxProfessional Institute,an international, volunteer-driven organization with affiliates in adozen countries. The core LPI exams cover two levels. Level 1 tests a basic knowledge ofLinux installation, configuration, and command-lineskills. Level 2 goes into much more depth regarding systemtroubleshooting andnetwork services such as email and the Web. The second edition of LPILinuxCertification in a Nutshell is a thoroughly researchedreference to these exams. The book is divided into four parts, one foreach of theLPI exams. Each part features not only a summary of the core skills youneed, but sample exercises and test questions, along with helpful hintsto letyou focus your energies. Major topics include: GNU and Unix commands Linux installation and package management Devices, filesystems, and kernel configuration Text editing, processing, and printing The X Window System Networking fundamentals and troubleshooting Security, including intrusion detection, SSH, Kerberos, andmore DNS, DHCP, file sharing, and other networking infrastructure Email, FTP, and Web services Praise for the first edition: \"Although O'Reilly's Nutshell series are intended as 'DesktopReference' manuals, I have to recommend this one as a goodall-round read; not only as a primer for LPI certification, but as anexcellent introductory text on GNU/Linux. In all, this is a valuableaddition toO'Reilly's already packed stable of Linux titles and I look forward tomore from the author.\"--First Monday

Mastering Perl/Tk

Perl is a powerful programming language used primarily for system administration, web programming, and database manipulation. Perl/Tk is the marriage of Perl with the Tk toolkit, which allows Perl programs to be built with attractive, intuitive GUIs. Mastering Perl/Tk is the \"Bible\" of Perl/Tk: the one and only book needed not only to get started with Perl/Tk, but also to learn the techniques of experienced Perl/Tk programmers. The first half of the book contains the basics on how to use Perl/Tk, with coverage of all the basic widgets and a thorough tutorial of the geometry managers that determine how each widget is laid out. Mastering Perl/Tk then branches out into advanced applications of Perl/Tk, with a series of extensive program examples. The result is a book that is not only accessible for novices, but will also take experienced programmers to the next step in learning how to program elegantly and effectively in Perl/Tk. The book also includes a complete quick reference for each standard widget and listings of all the extended examples in the book. Book jacket.

Tcl and the Tk Toolkit

An overview of Tcl and Tk. Tcl language syntax. Variables. Expressions. Lists. Control flow. Procedures. Errors and exceptions. String manipulation. Acessing files. Processes. Managing Tcl internals. History.

Killing State

'A terrific future-shock thriller' LEE CHILD The person he's ordered to kill, is the one woman he wants to protect. Michael North, assassin and spy-for-hire, is very good at killing bad guys. But what happens when his shadowy bosses at the dark heart of the British government order him to kill a good woman instead? Rising political star, Honor Jones, MP, is asking dangerous questions about the men running her country. Questions that have put a target on her back. North's intuition tells him she's innocent. In a widespread game of power and betrayal, North will need to find his allies – fast. But with a bullet lodged in his brain, can he even trust himself? Perfect for fans of David Baldacci, Lee Child and Mark Dawson, Killing State is the explosive start to an action-packed thriller series from a Sunday Times bestselling author. 'A gritty, action-packed page-turner' ANDY MCNAB 'New thriller writers come and go. I suspect this lady will stick around' FREDERICK FORSYTH 'Thought-provoking, pacy and thrilling' SUNDAY MIRROR 'Fast-paced and packed with action... A series hero to watch' MICK HERRON 'Gripping and twisty' INDIA KNIGHT 'Grabs you from page one and won't let you go... Action-packed from start to finish – but with tenderness and great characterisation too. Fast, sharply written, clever and intense' JEREMY VINE, BBC2 'A high-octane plot that centres around the dark heart of British political power. A great debut' SUNDAY TIMES

Practical Programming in Tcl and Tk

\"The bulk of the book is about Tcl scripting and the aspects of C programming to create Tcl extentions is given a lighter treatment.\"--Author.

802.11ac: A Survival Guide

The next frontier for wireless LANs is 802.11ac, a standard that increases throughput beyond one gigabit per second. This concise guide provides in-depth information to help you plan for 802.11ac, with technical details on design, network operations, deployment, and monitoring. Author Matthew Gast—an industry expert who led the development of 802.11-2012 and security task groups at the Wi-Fi Alliance—explains how 802.11ac will not only increase the speed of your network, but its capacity as well. Whether you need to serve more clients with your current level of throughput, or serve your existing client load with higher throughput, 802.11ac is the solution. This book gets you started. Understand how the 802.11ac protocol works to improve the speed and capacity of a wireless LAN Explore how beamforming increases speed capacity by improving link margin, and lays the foundation for multi-user MIMO Learn how multi-user

MIMO increases capacity by enabling an AP to send data to multiple clients simultaneously Plan when and how to upgrade your network to 802.11ac by evaluating client devices, applications, and network connections

High Performance Browser Networking

How prepared are you to build fast and efficient web applications? This eloquent book provides what every web developer should know about the network, from fundamental limitations that affect performance to major innovations for building even more powerful browser applicationsâ??including HTTP 2.0 and XHR improvements, Server-Sent Events (SSE), WebSocket, and WebRTC. Author Ilya Grigorik, a web performance engineer at Google, demonstrates performance optimization best practices for TCP, UDP, and TLS protocols, and explains unique wireless and mobile network optimization requirements. Youâ??ll then dive into performance characteristics of technologies such as HTTP 2.0, client-side network scripting with XHR, real-time streaming with SSE and WebSocket, and P2P communication with WebRTC. Deliver superlative TCP, UDP, and TLS performance Speed up network performance over 3G/4G mobile networks Develop fast and energy-efficient mobile applications Address bottlenecks in HTTP 1.x and other browser protocols Plan for and deliver the best HTTP 2.0 performance Enable efficient real-time streaming in the browser Create efficient peer-to-peer videoconferencing and low-latency applications with real-time WebRTC transports

Sams Teach Yourself Tcl/Tk in 24 Hours

This \"Teach Yourself\" guide will quickly empower the reader to create his or her own programs using the popular source Tcl language and the Tk toolkit. The CD-R0M contains the newest release of Tcl/Tk, as well as several add-on packages from Scriptics and the Tcl Consortium, plus all of the authors' examples and source code.

Learning R

Learn how to perform data analysis with the R language and software environment, even if you have little or no programming experience. With the tutorials in this hands-on guide, youâ??ll learn how to use the essential R tools you need to know to analyze data, including data types and programming concepts. The second half of Learning R shows you real data analysis in action by covering everything from importing data to publishing your results. Each chapter in the book includes a quiz on what youâ??ve learned, and concludes with exercises, most of which involve writing R code. Write a simple R program, and discover what the language can do Use data types such as vectors, arrays, lists, data frames, and strings Execute code conditionally or repeatedly with branches and loops Apply R add-on packages, and package your own work for others Learn how to clean data you import from a variety of sources Understand data through visualization and summary statistics Use statistical models to pass quantitative judgments about data and make predictions Learn what to do when things go wrong while writing data analysis code

C in a Nutshell

Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the

elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

Programming with Python

About BookPython programming language book. This book contains every details regarding python basic knowledge. From installation of Python software in computer to Data file handling in Python. Every topic is covered. Pictorial explanation is also provided. Solved programs, unsolved questions for reader is also given. Every topic is explained in best possible way. content is from scratch to database handling.About Author Vaibhav Gondaliya is author of this book. I am working with Python since 2017. And till now I have built many projects using Python Programming Language. some of my projects are; SMS_sender, performance_analyzer, automatic_alarm_system, audio_to_sign-language_converter, personal_assistance, chatterBox, and many GUI based games too. like; memory_game, TicTacToe, snakeFeeding, etc. I am also having working experience with Artificial Intelligence, Machine Learning, Networking, Django, nodeJS, mongoDB, SQL, java script, HTML, Bootstrap, arduino, C/C++, etc.

Head First Java

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

Building Embedded Linux Systems

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons.Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, thttpd, tftp, strace, and gdb are among the packages discussed.

Effective Tcl/Tk Programming

You need a graphical user interface, and it needs to run on multiple platforms. You don't have much time, and you're not a wizard with X/Motif, the Win32 GUI, or the Mac GUI. The project seems impossible, but with Tcl/Tk it's simple and fun. The Tcl scripting language and the Tk toolkit create a powerful programming environment for building graphical user interfaces. With two lines of code you can create a simple button; with two hundred lines of code, a desktop calculator; and with a thousand lines of code, an industrial-strength groupware calendar and appointment minder. Your applications run on all of the major platforms: UNIX, Windows 95/NT, and Macintosh. You can even embed your programs in a Web page to make them available online. Mark Harrison and Michael McLennan, two noted Tcl/Tk experts, combine their extensive experience in this practical programming guide. It is ideal for developers who are acquainted with the basics of Tcl/Tk and are now moving on to build real applications. Effective Tcl/Tk Programming shows you how to build Tcl/Tk applications effectively and efficiently through plenty of real-world advice. It clarifies some of the more powerful aspects of Tcl/Tk, such as the packer, the canvas widget, and binding tags. The authors describe valuable design strategies and coding techniques that will make your Tcl/Tk projects successful. You will learn how to: Create interactive displays with the canvas widget Create customized editors with the text widget Create new geometry managers, like tabbed notebooks or paned windows Implement client/server architectures Handle data structures Interface with existing applications Package Tcl/Tk code into reusable libraries Deliver Tcl/Tk applications that are easy to configure and install Embed applications in a Web page Build applications that will run on multiple platforms Throughout the book, the authors develop numerous applications and a library of reusable components. Learn from their approach, follow their strategies, and steal their code for your own applications! But don't bother retyping all of the examples. 0201634740B04062001

Mastering Perl

Take the next step toward Perl mastery with advanced concepts that make coding easier, maintenance simpler, and execution faster. Mastering Perl isn't a collection of clever tricks, but a way of thinking about Perl programming for solving debugging, configuration, and many other real-world problems you'll encounter as a working programmer. The third in O'Reilly's series of landmark Perl tutorials (after Learning

Perl and Intermediate Perl), this fully upated edition pulls everything together and helps you bend Perl to your will. Explore advanced regular expressions features Avoid common problems when writing secure programs Profile and benchmark Perl programs to see where they need work Wrangle Perl code to make it more presentable and readable Understand how Perl keeps track of package variables Define subroutines on the fly Jury-rig modules to fix code without editing the original source Use bit operations and bit vectors to store large data efficiently Learn how to detect errors that Perl doesn't report Dive into logging, data persistence, and the magic of tied variables

Speaking JavaScript

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

UML in a Nutshell

The Unified Modeling Language (UML), for the first time in the history of systems engineering, gives practitioners a common language. This concise quick reference explains how to use each component of the language, including its extension mechanisms and the Object Constraint Language (OCL)

The Hitchhiker's Guide to Python

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversityâ??and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhikerâ??s Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

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