

Beginning C

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With *Beginning C: From Novice to Professional, Fourth Edition*, you'll come to understand the fundamentals of the C language and learn how to program. All you need is this book and any one of the widely available free or commercial C or C++ compilers, and you'll soon be writing real C programs. You'll learn C from the first principles, using step-by-step working examples that you'll create and execute yourself. This book will increase your programming expertise by guiding you through the development of fully working C applications that use what you've learned in a practical context. You'll also be able to strike out on your own by trying the exercises included at the end of each chapter. Pick up a copy of this book by renowned author, Ivor Horton, because: It is the only beginning-level book to cover the latest ANSI standard in C Is approachable and aimed squarely at people new to C Emphasizes writing code after the first chapter Includes substantial examples relevant to intermediate users

Beginning C

Learn how to program using C, beginning from first principles and progressing through step-by-step examples to become a competent, C-language programmer. All you need are this book and any of the widely available C compilers, and you'll soon be writing real C programs. You'll discover that C is a foundation language that every programmer ought to know. *Beginning C* is written by renowned author Ivor Horton and expert programmer German Gonzalez-Morris. This book increases your programming expertise by guiding you through the development of fully working C applications that use what you've learned in a practical context. You'll also be able to strike out on your own by trying the exercises included at the end of each chapter. At the end of the book you'll be confident in your skills with all facets of the widely-used and powerful C language. You will: Discover the C programming language Program using C starting with first steps, then making decisions Use loops, arrays, strings, text, pointers, functions, I/O, and more Code applications with strings and text Structure your programs efficiently Work with data, files, facilities, and more.

Beginning C for Arduino

Beginning C for Arduino is written for those who have no prior experience with microcontrollers or programming but would like to experiment and learn both. This book introduces you to the C programming language, reinforcing each programming structure with a simple demonstration of how you can use C to control the Arduino family of microcontrollers. Author Jack Purdum uses an engaging style to teach good programming techniques using examples that have been honed during his 25 years of university teaching. *Beginning C for Arduino* will teach you: The C programming language How to use C to control a microcontroller and related hardware How to extend C by creating your own library routines During the course of the book, you will learn the basics of programming, such as working with data types, making decisions, and writing control loops. You'll then progress onto some of the trickier aspects of C programming, such as using pointers effectively, working with the C preprocessor, and tackling file I/O. Each chapter ends with a series of exercises and review questions to test your knowledge and reinforce what you have learned.

Beginning Objective C

Objective-C is today's fastest growing programming language, at least in part due to the popularity of Apple's

Mac, iPhone and iPad. Beginning Objective-C is for you if you have some programming experience, but you're new to the Objective-C programming language and you want a modern—and fast—way forwards to your own coding projects. Beginning Objective-C offers you a modern programmer's perspective on Objective-C courtesy of two of the best iOS and Mac developers in the field today, and gets you programming to the best of your ability in this important language. It gets you rolling fast into the sound fundamentals and idioms of Objective-C on the Mac and iOS, in order to learn how best to construct your applications and libraries, making the best use of the tools it provides— no matter what projects you plan to build. The book offers thorough introductions to the core tenets of the language itself and its primary toolkits: the Foundation and AppKit frameworks. Within its pages you will encounter a mine of information on many topics, including use of the file system and network APIs, concurrency and multi-core programming, the user interface system architecture, data modeling, and more. You'll soon find yourself building a fairly complex Objective-C based application, and mastering the language ready for your own projects. If you're new to programming altogether, then Apress has other Objective-C books for you such as our Learning and Absolute Beginner titles—otherwise, let your existing skills ramp you fast forwards in Objective-C with Beginning Objective-C so that you can start building your own applications quickly.

Beginning C++ Programming

Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

Beginning C++17

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working

program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. **Beginning C++17** also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. **What You'll Learn** Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more Examine the new additions to C++17 **Who This Book Is For** Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

Beginning C

Learn how to program using C, beginning from first principles and progressing through step-by-step examples. This seventh edition is fully updated to reflect new features of C23, and addresses deprecated functions and features that are no longer supported. You'll discover that C is a foundation language that every programmer ought to know. **Beginning C** is written by renowned author Ivor Horton and expert programmer German Gonzalez-Morris. This book increases your programming expertise by guiding you through the development of fully working C applications that use what you've learned in a practical context. Examples of how to use deprecated functions are also provided, along with new examples for replacing them when a simple solution is possible. By the end of the book you'll be confident in your skills with all facets of the widely-used and powerful C language and be able to strike out on your own by trying the exercises included at the end of each chapter. All you need are this book and any of the widely available C compilers, and you'll soon be writing real C programs. **What You Will Learn** Discover the C programming language Program using C starting with first steps, then making decisions Use loops, arrays, strings, text, pointers, functions, I/O, and more Code applications with strings and text Structure your programs efficiently Work with data, files, facilities, and more **Who This Book Is For** Those new to C programming who may or may not have some prior programming experience.

Beginning C++20

Begin your programming journey with C++ including the C++20 standard. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. This book will include new features like parallelism, coroutines, modules, networking, ranges, and reflections. All you need are **Beginning C++20** and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Free source code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++20, and to all conventions and best practices of modern C++. **Beginning C++20** also introduces the elements of the C++ Standard Library that provide essential support for the C++20 language. **What You Will Learn** Begin programming with C++20 standard Carry out modular programming in C++ Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions, and polymorphism Write generic function templates and class templates Use coroutines, parallelism, ranges, auto type declarations, move semantics, lambda expressions, and much more **Who This Book Is For** Programmers new to C++ and those who may be looking for a refresh primer on C++ in general.

Beginning Python

This tutorial offers readers a thorough introduction to programming in Python 2.4, the portable, interpreted,

object-oriented programming language that combines power with clear syntax Beginning programmers will quickly learn to develop robust, reliable, and reusable Python applications for Web development, scientific applications, and system tasks for users or administrators Discusses the basics of installing Python as well as the new features of Python release 2.4, which make it easier for users to create scientific and Web applications Features examples of various operating systems throughout the book, including Linux, Mac OS X/BSD, and Windows XP

Beginning iPhone SDK Programming with Objective-C

Everything you need to know to start creating native applications for the iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps you get the most out of the iPhone SDK, and an in-depth look at the features of the iPhone SDK enables you to maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Beginning Rust Programming

Quickly learn the ropes with the Rust programming language using this practical, step-by-step guide In Beginning Rust Programming, accomplished programmer and author Ric Messier delivers a highly practical, real-world guide to coding with Rust. Avoiding dry, theoretical content and “Hello, world”-type tutorials of questionable utility, the book dives immediately into functional Rust programming that takes advantage of the language’s blazing speed and memory efficiency. Designed from the ground up to give you a running start to using the multiparadigm system programming language, this book will teach you to: Solve real-world computer science problems of practical importance Use Rust’s rich type system and ownership model to guarantee memory-safety and thread-safety Integrate Rust with other programming languages and use it for embedded devices Perfect for programmers with some experience in other languages, like C or C++, Beginning Rust Programming is also a great pick for students new to programming and seeking a user-friendly and robust language with which to start their coding career.

Beginning Mac Programming

Takes you through working examples, giving you the core concepts and principles of development in context so that you are ready to build the applications you've been imagining. This title introduces you to Objective-C and the Cocoa framework and demonstrates how you can use them together to write for the Mac, as well as the iPhone and iPod.

Beginning C# Object-Oriented Programming

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and

into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Beginning C, 5th Edition

"Takes you step-by-step from novice to C programmer"--Cover.

Beginning Linux?Programming

The book starts with the basics, explaining how to compile and run your first program. First, each concept is explained to give you a solid understanding of the material. Practical examples are then presented, so you see how to apply the knowledge in real applications.

Beginning C for Arduino, Second Edition

Beginning C for Arduino, Second Edition is written for those who have no prior experience with microcontrollers or programming but would like to experiment and learn both. Updated with new projects and new boards, this book introduces you to the C programming language, reinforcing each programming structure with a simple demonstration of how you can use C to control the Arduino family of microcontrollers. Author Jack Purdum uses an engaging style to teach good programming techniques using examples that have been honed during his 25 years of university teaching. Beginning C for Arduino, Second Edition will teach you: The C programming language How to use C to control a microcontroller and related hardware How to extend C by creating your own libraries, including an introduction to object-oriented programming During the course of the book, you will learn the basics of programming, such as working with data types, making decisions, and writing control loops. You'll then progress onto some of the trickier aspects of C programming, such as using pointers effectively, working with the C preprocessor, and tackling file I/O. Each chapter ends with a series of exercises and review questions to test your knowledge and reinforce what you have learned.

Beginning C Programming - Tutorials for the Beginner

Learn C quickly with this concise book that teaches you all the essentials about C programming step by step. Written for people who are beginners. Zoom in on the most essential concepts with examples. We cover the following topics: Introduction Our First C Program using Xcode4 Comments Variables Input and Output Selection Loops Functions Arrays Pointers and Arrays Memory Management Strings

Beginning C# and .NET

Get a running start to learning C# programming with this fun and easy-to-read guide As one of the most versatile and powerful programming languages around, you might think C# would be an intimidating language to learn. It doesn't have to be! In Beginning C# and .NET: 2021 Edition, expert Microsoft programmer and engineer Benjamin Perkins and program manager Jon D. Reid walk you through the precise,

step-by-step directions you'll need to follow to become fluent in the C# language and .NET. Using the proven WROX method, you'll discover how to understand and write simple expressions and functions, debug programs, work with classes and class members, work with Windows forms, program for the web, and access data. You'll even learn about some of the new features included in the latest releases of C# and .NET, including data consumption, code simplification, and performance. The book also offers: Detailed discussions of programming basics, like variables, flow control, and object-oriented programming that assume no previous programming experience "Try it Out" sections to help you write useful programming code using the steps you've learned in the book Downloadable code examples from wrox.com Perfect for beginning-level programmers who are completely new to C#, *Beginning C# and .NET: 2021 Edition* is a must-have resource for anyone interested in learning programming and looking for a fun and intuitive place to start.

Ivor Horton's Beginning ANSI C++

Written in the same style that has made Ivor Horton a best-selling author, this third edition of his popular title is a comprehensive, ground-up tutorial! The third edition has been completely revised and updated, and is ideal for self-taught students and scholars enrolled in structured courses. The text and examples are progressive; each topic builds and expands upon the previous topic. Further, the book provides in-depth coverage of class templates, including an introduction to the Standard Template Library. No prior knowledge of any particular programming language is assumed; the only requirement is a basic appreciation of elementary programming concepts. If you understand the basic notions of how programs work like branching and looping this book is for you! Horton demonstrates all language elements with complete working code examples, and includes practice exercises at the end of each chapter.

The C Programming Language

On the c programming language

Professional CUDA C Programming

Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide. Designed for professionals across multiple industrial sectors, *Professional CUDA C Programming* presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the "hard" and "soft" aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience. Recognized CUDA authorities John Cheng, Max Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in *Professional CUDA C Programming*, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific Libraries Profiling and Performance Tuning. The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing community, *Professional CUDA C Programming* is an invaluable resource, with the most current information available on the market.

Word Recognition in Beginning Literacy

This edited volume grew out of a conference that brought together beginning reading experts from the fields of education and the psychology of reading and reading disabilities so that they could present and discuss their research findings and theories about how children learn to read words, instructional contexts that facilitate this learning, background experiences prior to formal schooling that contribute, and sources of difficulty in disabled readers. The chapters bring a variety of perspectives to bear on a single cluster of problems involving the acquisition of word reading ability. It is the editors' keen hope that the insights and findings of the research reported here will influence and become incorporated into the development of practicable, classroom-based instructional programs that succeed in improving children's ability to become skilled readers. Furthermore, they hope that these insights and findings will become incorporated into the working knowledge that teachers apply when they teach their students to read, and into further research on reading acquisition.

Beginning Object-Oriented Programming with C#

The ideal beginner's guide to C# and object-oriented programming Wrox beginners' guides have the perfect formula for getting programming newcomers up and running. This one introduces beginners to object-oriented programming using C# to demonstrate all of the core constructs of this programming framework. Using real-world situations, you'll discover how to create, test, and deliver your programs and how to work with classes, arrays, collections, and all the elements of object-oriented programming. Covers exactly what beginners, even those with no prior programming experience, need to know to understand object-oriented programming and start writing programs in C# Explains the advantages and disadvantages of C#, and tips for understanding C# syntax Explores properties, encapsulation, and classes; value data types; operands and operators; errors and debugging; variables; and reference types Shows how to use statement repetition and program loops, understand arrays and collections, and write your own classes Also covers inheritance and polymorphism Beginning Object-Oriented Programming with C# uses the tried-and-true Wrox formula for making this popular programming method easy to learn.

C Programming For Dummies

Get an A grade in C As with any major language, mastery of C can take you to some very interesting new places. Almost 50 years after it first appeared, it's still the world's most popular programming language and is used as the basis of global industry's core systems, including operating systems, high-performance graphics applications, and microcontrollers. This means that fluent C users are in big demand at the sharp end in cutting-edge industries—such as gaming, app development, telecommunications, engineering, and even animation—to translate innovative ideas into a smoothly functioning reality. To help you get to where you want to go with C, this 2nd edition of C Programming For Dummies covers everything you need to begin writing programs, guiding you logically through the development cycle: from initial design and testing to deployment and live iteration. By the end you'll be au fait with the do's and don'ts of good clean writing and easily able to produce the basic—and not-so-basic—building blocks of an elegant and efficient source code. Write and compile source code Link code to create the executable program Debug and optimize your code Avoid common mistakes Whatever your destination: tech industry, start-up, or just developing for pleasure at home, this easy-to-follow, informative, and entertaining guide to the C programming language is the fastest and friendliest way to get there!

Holy Bible (NIV)

The NIV is the world's best-selling modern translation, with over 150 million copies in print since its first full publication in 1978. This highly accurate and smooth-reading version of the Bible in modern English has the largest library of printed and electronic support material of any modern translation.

Sams Teach Yourself Beginning Programming in 24 Hours

"Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition" explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

Ivor Horton's Beginning Visual C++ 2010

The leading author of programming tutorials for beginners introduces you to Visual C++ 2010 Ivor Horton is the preeminent author of introductory programming language tutorials; previous editions of his Beginning Visual C++ have sold nearly 100,000 copies. This book is a comprehensive introduction to both the Standard C++ language and to Visual C++ 2010; no previous programming experience is required. All aspects of the 2010 release are covered, including changes to the language and the C++ standard.. Microsoft Visual C++ is one of the most popular C++ development environments and compilers, used by hundreds of thousands of developers Ivor Horton's approach to programming tutorials has achieved a huge following; this book gives beginning programmers a comprehensive introduction to both Standard C++ and Visual C++ 2010 Covers all the language changes in Visual C++ 2010, library additions, new MFC features, changes in the Visual Studio development environment, and more Also includes a brief introduction to programming for multicore processors in native C++ and C++/CLR processors Nearly 100,000 copies of this book have been sold in previous editions Beginners seeking a complete education in Visual C++ will find everything they need in Ivor Horton's Beginning Visual C++ 2010.

Ivor Horton's Beginning Visual C++ 2012

The only book to teach C++ programming with Microsoft Visual Studio! There's a reason why Ivor Horton's Beginning Visual C++ books dominate the marketplace. Ivor Horton has a loyal following who love his winning approach to teaching programming languages, and in this fully updated new edition, he repeats his successful formula. Offering a comprehensive introduction to both the standard C++ language and to Visual C++, he offers step-by-step programming exercises, examples, and solutions to deftly guide novice programmers through the ins and outs of C++ development. Introduces novice programmers to the current standard, Microsoft Visual C++ 2012, as it is implemented in Microsoft Visual Studio 2012 Focuses on teaching both the C++11 standard and Visual C++ 2012, unlike virtually any other book on the market Covers the C++ language and library and the IDE Delves into new features of both the C++11 standard and of the Visual C++ 2012 programming environment Features C++ project templates, code snippets, and more Even if you have no previous programming experience, you'll soon learn how to build real-world applications using Visual C++ 2012 with this popular guide.

Beginning C++

Beginning C++ is a tutorial for beginners in C++ and discusses a subset of C++ that is suitable for beginners. The language syntax corresponds to the C++14 standard. This book is environment neutral and does not presume any specific operating system or program development system. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples. Most chapters include exercises for you to test your knowledge. Code downloads are provided for examples from the text and solutions to the exercises and there is an additional download for a more substantial project for you to try when you have finished the book. This book introduces the elements of the C++ standard library that provide essential support for the language syntax that is discussed. While the Standard Template Library (STL) is not discussed to a significant extent, a few elements from the STL that are important to the notion of modern C++ are introduced and applied. Beginning C++ is based on and

supersedes Ivor Horton's previous book, *Beginning ANSI C++*.

Beginning Lua Programming

This book is for students and professionals who are intrigued by the prospect of learning and using a powerful language that provides a rich infrastructure for creating programs. No programming knowledge is necessary to benefit from this book except for the section on Lua bindings, which requires some familiarity with the C programming language. A certain comfort level with command-line operations, text editing, and directory structures is assumed. You need surprisingly little in the way of computer resources to learn and use Lua. This book focuses on Windows and Unix-like (including Linux) systems, but any operating system that supports a command shell should be suitable. You'll need a text editor to prepare and save Lua scripts. If you choose to extend Lua with libraries written in a programming language like C, you'll need a suitable software development kit. Many of these kits are freely available on the Internet but, unlike Lua, they can consume prodigious amounts of disk space and memory.

Ivor Horton's Beginning Visual C++ 2008

Proudly presenting the latest edition of one of the all-time bestselling books on the C++ language, successful author Ivor Horton repeats the formula that has made each previous edition so popular by teaching you both the standard C++ language and C++/CLI as well as Visual C++ 2008. Thoroughly updated for the 2008 release, this book shows you how to build real-world applications using Visual C++ and guides you through the ins and outs of C++ development. With this book by your side, you are well on your way to becoming a successful C++ programmer.

Beginning Ada Programming

Discover the Ada programming language by being gently guided through the various parts of the language and its latest available stable release. The goal in this book is to slowly ease you into the different topics. It is understood that you do not always have ample free time, so the text is easy to digest and concepts are spoon fed to the reader. Starting with the simplest of topics, detailed explanations demonstrate the how and why of Ada. You are strongly encouraged to experiment and break things (without which the learning process is linear and quite dull). At the end of *Beginning Ada Programming*, you will have an excellent understanding of the general topics that make up the Ada programming language and can tackle far more challenging topics. Each chapter builds on what was previously described. Furthermore, each code example is independent of others and will run all by itself. Instructions are provided where you can obtain an Adacompiler and how to debug your code. What You Will Learn Master basic types, control structures, procedures, and functions in Ada Use Ada arrays, records, and access types Implement OO programming using Ada Handle the basics of I/O and interfacing with the operating system Take advantage of string operators, data containers, multiprocessing with tasks, and more Work with contracts and proofs, networks, and various Ada libraries Who This Book Is For Programmers who are new to Ada, with at least some experience in programming, especially scientific programming.

Beginning C# 7 Hands-On – The Core Language

A C# 7 beginners guide to the core parts of the C# language! About This Book Learn C#, Visual Studio, and Object Oriented Programming, See practical examples of all the core C# language features so that you can easily master them yourself Use the C# 7 programming language to work with code and data, which can be applied to other programming languages as well, Complete a variety of programming assignments for hands-on practice, as you move through the course. Who This Book Is For This book will appeal to anyone who is interested in learning how to program in C#. Previous programming experience will help you get through the initial sections with ease, although, it's not mandatory to possess any experience at all. What You Will Learn Learn C#, Visual Studio, and object-oriented programming Learn all the core C# 7 language syntax with

hands-on working examples Learn everything from basic variable assignments to complex multidimensional arrays Go through practical examples of all the core C# 7 language features so that you can easily master them yourself Use the C# programming language to work with code and data, which can be applied to other programming languages as well In Detail Beginning C# 7 Hands-On - The Core Language teaches you core C# language and syntax in a working Visual Studio environment. This book covers everything from core language through to more advanced features such as object-oriented programming techniques. This book is for C# 7 beginners who need a practical reference to core C# language features. You'll also gain a view of C# 7 through web programming with web forms, so you'll learn HTML, basic CSS, and how to use a variety of controls, such as buttons and drop-down lists. You'll start with the fundamentals of C# and Visual Studio, including defining variables, interacting with users, and understanding data types, data conversions, and constants. You'll move on to checking conditions using if/else blocks, and see how to use loops to do things such as repeat blocks of code. After covering various operators to evaluate and assign control structures, you'll see how to use arrays to store collections of data. By the time you've finished the book, you'll know how to program the vital elements of the core C# language. These are the building blocks that you can then combine to build complex C# programs. Style and approach A comprehensive book that blends theory with just the right amount of practical code implementations, to help you get up and running with the C# programming language. You'll also get to work with other tools and technologies that complement C# programming. Each core part of the C# 7 language is coded as you learn, and code output is tested every time to verify the syntax is working as expected, so it's easy for you to learn directly from the working code examples.

Elementary Mandarin Chinese Workbook

This workbook is designed for use with the Elementary Mandarin Chinese Textbook and offers a wealth of carefully-designed practice activities to help you solidify every aspect of your Chinese skills in listening, speaking, reading, and writing. It includes extensive interactive drills, exercises and other practice materials. Online audio files are available for use in the relevant exercises. The lessons in this workbook correspond to the 24 lessons in the Elementary Mandarin Chinese Textbook. The materials in this workbook are meant to be completed by students outside of class to strengthen and consolidate their understanding of the materials in the textbook. Lessons 1 and 2 of the Workbook contain exercises to learn to read and pronounce the Pinyin alphabet along with simple classroom expressions. They also introduce 48 basic Chinese characters. Beginning with Lesson 3, each lesson of the workbook contains two parts. Each part has two sets of listening comprehension exercises, one translation exercise, one character practice sheet, and one reading and writing exercise. Lessons 13 and 24 of the textbook are review lessons and therefore have no corresponding workbook materials.

Programming Arduino Getting Started with Sketches

Program Arduino with ease! Using clear, easy-to-follow examples, Programming Arduino: Getting Started with Sketches reveals the software side of Arduino and explains how to write well-crafted sketches using the modified C language of Arduino. No prior programming experience is required! The downloadable sample programs featured in the book can be used as-is or modified to suit your purposes. Understand Arduino hardware fundamentals Install the software, power it up, and upload your first sketch Learn C language basics Write functions in Arduino sketches Structure data using arrays and strings Use Arduino's digital and analog inputs and outputs in your programs Work with the Standard Arduino Library Write sketches that can store data Program LCD displays Use an Ethernet shield to enable Arduino to function as a web server Write your own Arduino libraries In December 2011, Arduino 1.0 was released. This changed a few things that have caused two of the sketches in this book to break. The change that has caused trouble is that the classes 'Server' and 'Client' have been renamed to 'EthernetServer' and 'EthernetClient' respectively. To fix this: Edit sketches 10-01 and 10-02 to replace all occurrences of the word 'Server' with 'EthernetServer' and all occurrences of 'Client' with 'EthernetClient'. Alternatively, you can download the modified sketches for 10-01 and 10-02 from here: <http://www.arduinobook.com/arduino-1-0> Make Great Stuff! TAB, an imprint of

McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Beginning Visual Web Programming in VB .NET

* How to create dynamic web pages with ASP.NET web forms and web server controls * How to display and manipulate data using ADO.NET and Visual Studio .NET components * How to persist state in different ways, within the \"stateless\" web environment * How to create XML files and XML schema, and how to use them for data transfer * How to integrate your web applications with others, through web services * How to make your application more secure, via the security features in ASP.NET and IIS * How to eliminate bugs and unexpected failures, through effective debugging and exception-handling techniques * How to improve the performance of your application and prepare it for release NOTE: There is an Apress title called Programming the Web with Visual Basic .NET (Torkelson, Peterson, Torkelson) but this title is aimed at a higher-level audience and is more of a 'transition' book than an inspirational skills improvement book.

In the Beginning...Was the Command Line

This is \"the Word\" -- one man's word, certainly -- about the art (and artifice) of the state of our computer-centric existence. And considering that the \"one man\" is Neal Stephenson, \"the hacker Hemingway\" (Newsweek) -- acclaimed novelist, pragmatist, seer, nerd-friendly philosopher, and nationally bestselling author of groundbreaking literary works (Snow Crash, Cryptonomicon, etc., etc.) -- the word is well worth hearing. Mostly well-reasoned examination and partial rant, Stephenson's In the Beginning... was the Command Line is a thoughtful, irreverent, hilarious treatise on the cyber-culture past and present; on operating system tyrannies and downloaded popular revolutions; on the Internet, Disney World, Big Bangs, not to mention the meaning of life itself.

The First 20 Hours

'Lots of books promise to change your life. This one actually will' Seth Godin, bestselling author of Purple Cow Have you always wanted to learn a new language? Play an instrument? Launch a business? What's holding you back from getting started? Are you worried about the time it takes to acquire new skills - time you can't spare? ----- Pick up this book and set aside twenty hours to go from knowing nothing to performing like a pro. That's it. Josh Kaufman, author of international bestseller The Personal MBA, has developed a unique approach to mastering anything. Fast. 'After reading this book, you'll be ready to take on any number of skills and make progress on that big project you've been putting off for years' Chris Guillebeau, bestselling author of Un-F*ck Yourself 'All that's standing between you and playing the ukulele is your TV time for the next two weeks' Laura Vanderkam, author of What the Most Successful People Do Before Breakfast

C++ from the Beginning

\" C++ From the Beginning\" covers the whole of the C++ language from simple basics to advanced language constructs. The emphasis is on building programming skills via examples and exercises, integrating object-oriented programming with object-oriented design while teaching the basics of the language. It is a book with a dual purpose: to teach the fundamental principles of good programming, and to provide an accessible and direct introduction to C++. It is ideal for beginners taking their first programming course, and for programmers with some experience requiring a thorough introduction to the C++ language. Since the publication of the first edition of this book in 1997, the ISO standard for C++ has been approved. This new edition of the book covers the ISO standard, which incorporates a library of utility classes called the STL (Standard Template Library) not previously included in the core of C++. This book describes these new classes as well as advanced topics such as exceptions, streams, templates and function objects. New to this edition The class string and the STL class vector are used in a natural way throughout the book Additional

chapter on the new standard template library (STL) based on the ISO and ANSI standard of 1998 UML is now used in the chapter on object-oriented program development Borland C++ has been replaced with Microsoft's Visual C++ Three new appendices have been included Jan Skansholm is a lecturer in the Department of Computer Science at Chalmers University of Technology in Gothenburg, Sweden. He is the author of the best-selling "Ada95 from the Beginning," and "Java from the Beginning,"

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