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HAMMOND MARITZA

Head First Java Princeton Review

An introduction to programming by the inventor of C++, Programming prepares students for programming in the real world. This book assumes that they aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. It explains fundamental concepts and techniques in greater depth than traditional introductions. This approach gives students a solid foundation for writing useful, correct, maintainable, and efficient code. This 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. It presents modern C++ programming techniques from the start, introducing the C++ standard library to simplify programming tasks.

Programming in C HarperCollins

Written in Accordance with CBSE Syllabus for Board Examination to be Held in 2009 and 2010 This textbook is a sequel to the Textbook of Computer Science for Class XI. It is written in a simple, direct style for maximum clarity. It comprehensively covers the Class XII CBSE syllabus of Computer Science (subject code 083). The goal of the book is to develop the student's proficiency in fundamentals and make the learning process creative, engrossing and interesting. There are practice exercises and questions throughout the text, designed on the pattern of sample question papers published by CBSE. The approach of this book is to teach the students through extensive "skill and drill" type exercises in order to make them high-ranking achievers in the Board examinations. KEY FEATURES □ Provides accurate and balanced coverage of topics as prescribed in the CBSE syllabus code 083. □ Builds a solid programming foundation in C++. □ Students can prepare a Practical File with solved programming examples given in the text. □ End-of-chapter questions help teachers prepare assignments for self-practice by the students. □ End-of-chapter Programming Exercises help students in preparing for the Board practical examination. □ Solved questions at the end of each chapter prepare students for the Board theory examination. For further guidance on how to use this book effectively, e-mail the author using seema_591@rediffmail.com

Computer Science with C++ Vikas Publishing House

TAGLINE Learn to be a Python expert in ten easy lessons!

DESCRIPTION This book is intended for the professional programmer who wants to learn Python for their place of business, or simply to extend their knowledge. You will learn the basics of the language--from how to define variables and implement looping and conditional constructs, to working with existing code. Once we have established the baseline for writing code in Python, you'll learn how to create your own functions and classes, how to extend existing code, and how to work with

Python-specific things like comprehensions and generators. With a solid foundation, you will then move on to learn about the existing Python libraries, called packages, and how to use them, as well as discovering little tips and tricks that will make you a hit with all the programmers at work, and really aid you in nailing that programming interview. KEY FEATURES Acquire knowledge of Python programming simply and easily. Learn about object-oriented programming and how it applies to Python. Make a splash with list comprehensions, generators, and decorators. Learn about file processing with Python, and how it makes JSON easy to deal with. Work with dictionaries and sets quickly and easily. Learn about what others have made available in the Python world. Pick up tricks and tips that will make you look like a Python expert in no time. WHAT WILL YOU LEARN By the time you have finished this book, you will know enough to write complex Python programs and work with existing Python code. You will find out about the packages that make Python one of the most popular programming languages and will understand the "Pythonic" way of thinking and programming. WHO THIS BOOK IS FOR This book is designed for programmers who have experience in at least one programming language. No prior Python experience is necessary, but it is assumed that you understand the basics of loops, conditionals and object-oriented constructs, such as classes. You should have or have access to a system that runs Python 3 (any version). Table of Contents 1. The history and installation of Python 2. Python types and constructs 3. The Nuts and Bolts 4. Structuring your Python projects 5. Object-oriented programming with Python 6. Advanced manipulations 7. File input and output 8. Imports and Exports 9. Miscellaneous 10. Not re-inventing the wheel 11. Tips and Tricks

English and Communication Skills "O'Reilly Media, Inc."

Reviews the most prominent research results related to skin in the fields of computer vision, computer graphics, cosmetology and medicine, and shows how these seemingly disconnected studies are related to one another. It will be of interest to anybody researching, or planning to conduct research, on the appearance of human skin.

Automate the Boring Stuff with Python, 2nd Edition Prentice Hall C is a popular programming language which is commonly used by scientists and engineers to write programs for any specific application. C is also a widely accepted programming language in the software industries. This beginner's guide to computer programming is for student programmers to effectively write programs for solving numerical problems. All that is required of a beginner programmer is not experience in computing but interest in computing. The programs illustrated in the book have been accumulated, experimented and tested by the author during his teaching of the subject to a few thousand students in over a decade. In addition, numerous problems are adapted form university question papers. Short questions and answers and objective questions are an added feature. All these would build confidence of the students and those appearing for interview/viva voce in a practical lab. The special topic of the book is C graphics

and animation which helps students develop simple programs to generate geometrical and graphical objects.

Introduction to Computing & Problem Solving With PYTHON

KHANNA PUBLISHING HOUSE

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Plant Physiology New Saraswati House India Pvt Ltd

An audience-centered approach to public speaking *Public Speaking: An Audience-Centered Approach* brings theory and practice together. Its distinctive and popular approach emphasizes the importance of analyzing and considering the audience at every point in the speech making process. This model of public speaking is the foundation of the text, and it guides students through the step-by-step process of public speaking, focusing their attention on the dynamics of diverse audiences, and narrowing the gap between the classroom and the real world. MyCommunicationLab is an integral part of the Beebe/Beebe program. MyCommunicationLab is an integral part of the Beebe/Beebe program. With extensive opportunities for the application of course content, MyCommunicationLab helps students become better speakers and master key public speaking concepts. Interactive videos provide students with the opportunity to watch and evaluate sample speeches. Online self-assessments and pre- and post-tests help students assess their comfort level with public speaking and their knowledge of the material. MediaShare allows students to post speeches and share them with classmates and instructors. ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. --

'Bad' Women of Bombay Films John Wiley & Sons

A series of Book of Computers . The ebook version does not contain CD.

Algorithm Design "O'Reilly Media, Inc."

If you're new to C#, this popular book is the ideal way to get started. Completely revised for the latest version of the language, *Learning C# 3.0* starts with the fundamentals and takes you through intermediate and advanced C# features -- including generics, interfaces, delegates, lambda expressions, and LINQ. You'll also learn how to build Windows applications and handle data with C#. No previous programming experience is required -- in fact, if you've never written a line of code in your life, bestselling authors Jesse Liberty and Brian MacDonald will show you how it's done. Each chapter offers a self-contained lesson to help you master key concepts, with plenty of annotated examples, illustrations, and a concise summary. With this book, you will: Learn how to program as you learn C# Grasp the principles of object-oriented programming through C# Discover how to use the latest features in C# 3.0 and the .NET 3.5 Framework--including LINQ and the Windows Presentation

Foundation (WPF) Create Windows applications and data-driven applications You'll also find a unique Test Your Knowledge section in each chapter, with practical exercises and review quizzes, so you can practice new skills and test your understanding. If you're ready to dive into C# and .NET programming, this book is a great way to quickly get up to speed.

Professional C++ Pickle Partners Publishing

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

Computer Concepts and Programming in C Apress

LIKE CLASS NOTES—ONLY BETTER. The Princeton Review's *ASAP World History* is designed to help you zero in on just the information you need to know to successfully grapple with the AP test. Advanced Placement exams require students to have a firm grasp of content—you can't bluff or even logic your way to a 5. Like a set of class notes borrowed from the smartest student in your grade, this book gives you exactly that. No tricks or crazy stratagems, no sample essays or practice sets: Just the facts, presented with lots of helpful visuals. Inside *ASAP World History*, you'll find: • Essential concepts, people, events, dates, and ideas for AP World History—all explained clearly & concisely • Lists, charts, tables, and maps for quick visual reference • A three-pass icon system designed to help you prioritize learning what you MUST, SHOULD, and COULD know in the time you have available • "Ask Yourself" questions to help identify areas where you might need extra attention • A resource that's perfect for last-minute exam prep or as a handy resource for daily class work Topics covered in *ASAP World History* include: • All six time periods featured on the exam • Major ancient & classical civilizations, states, and empires • Globalization & exploration • Imperialism & capitalism • Revolutions & the formation of nations • 20th-century developments such as World War I and II and Communism • Independence movements in Asia & Africa ... and more! Looking for sample exams, practice questions, and test-taking strategies? Check out our extended, in-depth prep guide, *Cracking the AP World History Exam!*

The Testing Trilogy John Wiley & Sons

This book 'Introduction to Computing and Problem Solving with Python' will help every student, teacher and researcher to understand the computing basics and advanced Python programming language. The Python programming topics

include the reserved keywords, identifiers, variables, operators, data types and their operations, flow control techniques which include decision making and looping, modules, files and exception handling techniques. Advanced topics like Python regular expressions, Database Programming and Object Oriented Programming concepts are also covered in detail. All chapters have worked out programs, illustrations, review and frequently asked interview questions. The simple style of presentation makes this a friend for self-learners. More than 300 solved lab exercises available in this book is tested in Python 3.4.3 version for Windows. The book covers syllabus for more than 35 International Universities and 45 Indian universities like Dr. APJ Abdul Kalam Technological University, Christ University, Savitribai Phule Pune University, University of Delhi, University of Calicut, Mahatma Gandhi University, University of Mumbai, AICTE, CBSE, MIT, University of Virginia, University of Chicago, University of Toronto, Technical University of Denmark etc.

Introduction to Java Programming John Benjamins Publishing Experience all three riveting novels in the New York Times best-selling trilogy from author Joelle Charbonneau. The Testing is a new dystopian series perfect for readers of *Divergent* and *The Hunger Games*. Experience all three riveting novels in the New York Times best-selling trilogy from author Joelle Charbonneau. The complete collection includes *The Testing*, *Independent Study*, and *Graduation Day*. *The Testing*: Your time is almost up. The best-selling trilogy's dynamic dystopian debut. It's graduation day for sixteen-year-old Malencia Vale, and the entire Five Lakes Colony (the former Great Lakes) is celebrating. All Cia can think about—hope for—is whether she'll be chosen for *The Testing*. Danger, romance—and sheer terror—await. *Independent Study*: Failure is not an option. Cia is a freshman at the University in Tosu City with her hometown sweetheart, Tomas—and though the government has tried to erase her memory of the brutal horrors of *The Testing*, Cia remembers. Her attempts to expose the ugly truth behind the government's murderous programs put her—and her loved ones—in a world of danger. The future of the Commonwealth depends on her. *Graduation Day*: The final test is the deadliest. In the thrilling conclusion to the New York Times best-selling trilogy, the stakes are higher than ever—lives of promise cut short or fulfilled; a future ruled by fear or hope. Ready or not...it's *Graduation Day*. This ebook also contains *The Testing Guide*—the e-only prequel to *The Testing*.

A First Course in Programming with C Springer Nature Teaching the principles and techniques of programming through simple game creation, a beginner's guide to programming in C uses hands-on exercises and tutorials to help readers acquire essential skills, while covering such topics as variables, loops, pointers, arrays, conditions, and dynamic memory allocation. Original. (Beginner)

Concise General Knowledge Course Technology Ptr "Jumping into C++ covers every step of the programming process, including : * getting the tools you need to program and how to use them * basic language features like variables, loops and functions * how to go from an idea to code * a clear, understandable explanation of pointers * strings, file IO, arrays, references * classes, object oriented programming, and advanced class design * data structures and the standard template library (STL). Key concepts are reinforced with quizzes and over 75 practice problems. You'll also get over 70 sample source code files to use or adapt. [...]" (extrait du résumé de quatrième de couverture).

The Speech Chain "O'Reilly Media, Inc."

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.

Railway Engineering BPB Publications

Presents an instructional guide to SQL which uses humor and simple images to cover such topics as the structure of relational databases, simple and complex queries, creating multiple tables, and protecting important table data.

TEXTBOOK OF COMPUTER SCIENCE : FOR CLASS XII Arihant Publications India limited

A book on Computers

Programming S. Chand Publishing

The subject on Computer Concepts and Programming in C (or with the name Fundamentals of Computer and Programming in C) is one of the core courses in various undergraduate and postgraduate programmes of various institution and universities of India. This book is designed to serve as textbook for those programmes of study. While writing the book, special emphasis is given to keep the language very simple and lucid; level of presentation is kept simple and illustrative so that even an average reader can grasp the subject matter with quite ease.

Mastering C++ Polity

An updated, innovative approach to data structures and algorithms Written by an author team of experts in their fields, this authoritative guide demystifies even the most difficult mathematical concepts so that you can gain a clear understanding of data structures and algorithms in C++. The unparalleled author team incorporates the object-oriented design paradigm using C++ as the implementation language, while also providing intuition and analysis of fundamental algorithms. Offers a unique multimedia format for learning the fundamentals of data structures and algorithms Allows you to visualize key analytic concepts, learn about the most recent insights in the field, and do data structure design Provides clear approaches for developing

programs Features a clear, easy-to-understand writing style that breaks down even the most difficult mathematical concepts Building on the success of the first edition, this new version offers

you an innovative approach to fundamental data structures and algorithms.