

Gtk Programming In C

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Gtk Programming In C

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ELLEN MATTEO

Beginning Linux?Programming Prentice Hall

When Perdita Tree, The bored and beautiful wife of a conservative Member of Parliament, is kidnapped in Albania, she decides it is one huge adventure. Adored by her kidnapper, who thinks all things English are perfect, she is persuaded to rescue the A **C Clearly - Programming With C In Linux and On Raspberry Pi** Apress

Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory, GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well. **Gtk+ Programming in C** Sams Publishing

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

Exploring BeagleBone Independently Published

This easy-to-use, fast-moving tutorial introduces you to functional programming with Haskell. You'll learn how to use Haskell in a variety of practical ways, from short scripts to large and demanding applications. Real World Haskell takes you through the basics of functional programming at a brisk pace, and then helps you increase your understanding of Haskell in real-world issues like I/O, performance, dealing with data, concurrency, and

more as you move through each chapter.

LET US C -15TH EDITION Apress

The Mono Project is the much talked-about open source initiative to create a Unix implementation of Microsoft's .NET Development Framework. Its purpose is to allow Unix developers to build and deploy cross-platform .NET applications. The project has also sparked interest in developing components, libraries and frameworks with C#, the programming language of .NET. The controversy? Some say Mono will become the preferred platform for Linux development, empowering Linux/Unix developers. Others say it will allow Microsoft to embrace, extend, and extinguish Linux. The controversy rages on, but—like many developers—maybe you've had enough talk and want to see what Mono is really all about. There's one way to find out: roll up your sleeves, get to work, and see what you Mono can do. How do you start? You can research Mono at length. You can play around with it, hoping to figure things out for yourself. Or, you can get straight to work with Mono: A Developer's Notebook—a hands-on guide and your trusty lab partner as you explore Mono 1.0. Light on theory and long on practical application, Mono: A Developer's Notebook bypasses the talk and theory, and jumps right into Mono 1.0. Diving quickly into a rapid tour of Mono, you'll work through nearly fifty mini-projects that will introduce you to the most important and compelling aspects of the 1.0 release. Using the task-oriented format of this new series, you'll learn how to acquire, install, and run Mono on Linux, Windows, or Mac OS X. You'll work with the various Mono components: Gtk#, the Common Language Runtime, the class libraries (both .NET and Mono-provided class libraries), IKVM and the Mono C# compiler. No other resource will take you so deeply into Mono so quickly or show you as effectively what Mono is capable of. The new Developer's Notebooks series from O'Reilly covers important new

tools for software developers. Emphasizing example over explanation and practice over theory, they focus on learning by doing--you'll get the goods straight from the masters, in an informal and code-intensive style that suits developers. If you've been curious about Mono, but haven't known where to start, this no-fluff, lab-style guide is the solution.

Hands-On GUI Application Development in Go Packt Publishing Ltd
The ultimate guide to building graphical Linux(r)/UNIX(r) applications with Gtk+ 1.2! Write great graphical applications for Linux(r) and UNIX(r)! Leverage the full power of Gtk+ 1.2, GLIB, and GDK Includes comprehensive Gtk+ widget coverage: explanations, examples, and reference Also contains Linux/UNIX C programming quick-start/refreshers The more popular Linux becomes, the more developers want to build graphical applications that run in Linux/UNIX environments-and Gtk+ 1.2 offers a powerful toolset for doing so. In this start-to-finish tutorial and reference, respected Linux/UNIX developer Syd Logan covers everything programmers need to begin building powerful graphical applications with Gtk+ 1.2 immediately. Gtk+ Programming in C covers all this, and more: The fundamentals of Linux/UNIX programming with C A quick GTK+ startup section for novices: constructing simple applications, step by step Understanding GTK+'s flexible C-based, object-oriented architecture Working with signals, events, objects, and types Comprehensive widgets coverage: base, menu, layout, range, scrollbar, scale, container, text, and more Creating and using dialogs Container and Bin classes Expert introductions to the GLIB and GDK libraries If you're ready to write easy-to-use applications for the world's fastest growing, most robust OS platforms, you've come to the right book: *Gtk+ Programming in C*, by Syd Logan. *Gnome 3 Application Development Beginner's Guide* CRC Press "Look it up in Petzold" remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries

Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

C: LEARNING AND BUILDING BUSINESS AND SYSTEM APPLICATIONS "O'Reilly Media, Inc."

Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key Features Make the most of C's low-level control, flexibility, and high performance A comprehensive guide to C's most powerful and challenging features A thought-provoking guide packed with hands-on exercises and examples Book Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learn Build advanced C knowledge on strong foundations, rooted in first principles Understand memory structures and compilation pipeline and how they work, and how to make most out of them Apply object-oriented design principles to your procedural C code Write low-level code that's close to the hardware and squeezes

maximum performance out of a computer system Master concurrency, multithreading, multi-processing, and integration with other languages Unit Testing and debugging, build systems, and inter-process communication for C programming Who this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

Cross-platform GUI Programming with WxWidgets Springer Science & Business Media

Master C++ "The Qt Way" with Modern Design Patterns and Efficient Reuse This fully updated, classroom-tested book teaches C++ "The Qt Way," emphasizing design patterns and efficient reuse. Readers will master both the C++ language and Qt libraries, as they learn to develop maintainable software with well-defined code layers and simple, reusable classes and functions. Every chapter of this edition has been improved with new content, better organization, or both. Readers will find extensively revised coverage of QObjects, Reflection, Widgets, Main Windows, Models and Views, Databases, Multi-Threaded Programming, and Reflection. This edition introduces the powerful new Qt Creator IDE; presents new multimedia APIs; and offers extended coverage of Qt Designer and C++ Integration. It has been restructured to help readers start writing software immediately and write robust, effective software sooner. The authors introduce several new design patterns, add many quiz questions and labs, and present more efficient solutions relying on new Qt features and best practices. They also provide an up-to-date C++ reference section and a complete application case study. Master C++ keywords, literals, identifiers, declarations, types, and type conversions. Understand classes and objects, organize them, and describe their interrelationships. Learn consistent programming style and naming rules. Use lists, functions, and other essential techniques. Define inheritance relationships to share code and promote reuse. Learn how code libraries are designed, built, and reused. Work with QObject, the base class underlying much of Qt. Build graphical user interfaces with Qt widgets. Use templates to write generic functions and classes. Master advanced reflective programming techniques. Use the Model-View framework to cleanly separate data and GUI classes. Validate input using regular expressions and other techniques. Parse XML data with SAX, DOM, and

QXmlStreamReader. Master today's most valuable creational and structural design patterns. Create, use, monitor, and debug processes and threads. Access databases with Qt's SQL classes. Manage memory reliably and efficiently. Understand how to effectively manage QThreads and use QtConcurrent algorithms. Click here to obtain supplementary materials for this book.

An Introduction to C & GUI Programming PHI Learning Pvt. Ltd. In MySQL, Paul DuBois provides you with a comprehensive guide to one of the most popular relational database systems. Paul has contributed to the online documentation for MySQL, and is an active member of the MySQL community. The principal MySQL developer, Monty Widenius, and a network of his fellow developers reviewed the manuscript, providing Paul with the kind of insight no one else could supply. Instead of merely giving you a general overview of MySQL, Paul teaches you how to make the most of its capabilities. Through two sample database applications that run throughout the book, he gives you solutions to problems you're sure to face. He helps you integrate MySQL efficiently with third-party tools, such as PHP and Perl, enabling you to generate dynamic Web pages through database queries. He teaches you to write programs that access MySQL databases, and also provides a comprehensive set of references to column types, operators, functions, SQL syntax, MySQL programming, C API, Perl DBI, and PHP API. MySQL simply gives you the kind of information you won't find anywhere else.

Mono: A Developer's Notebook Pearson Education

Qt is one of the most influential graphical toolkits for the Linux operating system and is quickly being adopted on other platforms (Windows, Mac OS) as well. It is necessary to learn for all Linux programmers. This book takes the reader step by step through the complexities of Qt, laying the groundwork that allows the reader to make the step from novice to professional. This book is full of real world examples that can be quickly integrated into a developer's project. While the reader is assumed to be a beginner at Qt development, they are required to have a working knowledge of C++ programming.

LET US C SOLUTIONS -15TH EDITION Apress

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform.

Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

The Linux Command Line BPB Publications

GTK+ is one of the most influential graphical toolkits for the Linux operating system. It is the technology upon which the GNOME and XFCE desktop environments are based, and its crucial to have clear understanding of its complexities to build even a simple Linux desktop application. Foundations of GTK+ Development guides you through these complexities, laying the foundation that will allow you to cross from novice to professional. Foundations of GTK+ Development is aimed at C programmers and presents numerous real-life examples that you can immediately put to use in your projects. Some familiarity with C programming is

assumed, as the book delves into new topics from the beginning. Topics like object inheritance are covered early on to allow for complete understanding of code examples later. And the provided examples are real-life situations that can help you get a head start on your own applications.

Mastering GNOME Packt Publishing Ltd

Describes how to use wxWidgets, an open-source C++ API, to write GUI applications.

Understanding and Using C Pointers John Wiley & Sons

With a primary focus on examples and applications of relevance to computational scientists, this brilliantly useful book shows computational scientists how to develop tailored, flexible, and human-efficient working environments built from small scripts written in the easy-to-learn, high-level Python language. All the tools and examples in this book are open source codes. This third edition features lots of new material. It is also released after a comprehensive reorganization of the text. The author has inserted improved examples and tools and updated information, as well as correcting any errors that crept in to the first imprint.

Concepts in Programming Languages Packt Publishing Ltd

This book is a step-by-step guide with ready-to-run codes to guide you in developing applications with GNOME. If you have programming skill either in Linux or other operating systems and want to have GNOME 3 as one of your deployment targets, then this book is for you. This book is also for commercial software developers or an open source software hacker. The reader needs to be familiar with Vala and JavaScript before starting to develop Gtk+ and Clutter applications.

Objective-C Programming Cambridge University Press

Description:"e;Simplicity"e;- That has been the hallmark of this book in not only its previous fourteen English editions, but also in the Hindi, Gujarati, Japanese, Korean, Chinese and US editions. This book does not assume any programming background. It begins with the basics towards the end of the book. Each Chapter Contains:Lucid explanation of the conceptwell thought-out, fully working programming examplesEnd of chapter exercises that would help you practise the learned in the chapterHand crafted "e;kanNotes"e; that would help you remember and revise the concepts covered in each chapter. Table of Contents : Getting StartedC InstructionsDecision Control InstructionMore Complex Decision MakingLoop Control InstructionMore Complex

RepetitionsCase Control
 InstructionFunctionsPointersRecursionData Types RevisitedThe C
 PreprocessorArraysMultidimensional ArraysStringsHandling
 Multiple StringsStructuresConsole Input/ OutputFile Input/ Output
 More Issues in Input/ OutputOperations on BitsMiscellaneous
 FeaturesC Under LinuxInterview FAQ'sAppendix A- Compilation
 and ExecutionAppendix B- Precedence tableAppendix C-Chasing
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[GNOME/GTK+ Programming Bible](#) "O'Reilly Media, Inc."
 C Interfaces and Implementations describes how to use interface-

based design in the C programming language, and it illustrates
 this approach by describing 24 interfaces and their
 implementations in detail. The source code in the book is
 interleaved with its explanation in an order that best suits
 understanding the code.

Introduction to Design Patterns in C++ with Qt Springer Science &
 Business Media

This book offers an in-depth introduction to C programming
 language—from the basics to the advanced concepts. It is
 application oriented, too. The text is interspersed with numerous
 worked-out examples to help readers grasp the application of

concepts discussed. The second edition includes an additional
 chapter on Inter Process Communication. The book is suitable for
 several categories of readers—from beginners to programmers or
 developers. It is also suitable for students in engineering and
 science streams and students pursuing courses in computer
 applications.

Foundations of Qt Development Apress

Looks at the basics of Objective-C programming for Apple
 technologies, covering such topics as Xcode, classes, properties,
 categories, loops, and ARC.