
Programming With Visual C Concepts And Projects

Introduction To Programming

Essentials of C Programming with Microsoft® Visual Studio®

Programming in Visual C# 2008

Visual C++ Handbook

Visual C++ .NET

Interactive C#

Beginning C# 6 Programming with Visual Studio 2015

Beginning Visual C#

Learn Visual C#

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C# 2008 for Programmers

Microsoft Visual C++ .NET

Mastering C# 8.0

An Information Systems Approach to Object-Oriented Programming Using Microsoft Visual C# . Net

Windows Programming Under the Hood of MFC

Professional Visual Studio Extensibility

C# 2005 Programming: Covers .Net 3.0 & 2.0, Black Book

Programming with Visual C++: Concepts and Projects

Introduction to Windows and Graphics Programming with Visual C++ .NET

Stephens' C# Programming with Visual Studio 2010 24-Hour Trainer

Ivor Horton's Beginning Visual C++ 2013

Stephens' Visual Basic Programming 24-Hour Trainer

Visual C++ .NET

Learn C# Programming

Introduction to Windows® and Graphics Programming with Visual C++®.Net
Application Development Using Visual Basic and .NET
C++ Better Explained
C++20 for Programmers
Introduction to MFC Programming with Visual C++
Microsoft Visual C#: An Introduction to Object-Oriented Programming
Programming Languages for MIS
Microsoft Visual C# 2008: An Introduction to Object-Oriented Programming
Learn Professional Programming in .Net Using C#, Visual Basic, and Asp.Net
C# 6 for Programmers
Pure C Programming
C# for Programmers
C# for Windows Programming
Visual C# Homework Projects
Visual C++ in 12 Easy Lessons
C++ Programming by Example

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MCKEE CUEVAS

**Essentials of C Programming with
Microsoft® Visual Studio®** John Wiley
& Sons

Offering a hands-on approach, this text
offers a fresh and easily accessible way to
learning programming concepts using
Visual C# for 2008. The authors

incorporate basic concepts of
programming, problem solving, and
programming logic to teach a mastery of
Visual C# at an introductory level.

Programming in Visual C# 2008 World
Scientific

Introduction to Windows and Graphics
Programming with Visual C++ .NET World
Scientific

Visual C++ Handbook John Wiley & Sons
"If you have previous development
experience on other platforms, you may

have been overwhelmed by the hidden
features of the MFC when you came to
work in Windows. Windows Programming
Under the Hood of MFC gives you the
lowdown on core components of the
Windows programming model." "As you
work through the text, you'll learn how
each new concept relates to MFC and its
hierarchical structure. Then you'll be ready
to shift into high gear, using your existing
C and C++ skills to create dynamic
applications for the Win32 architecture

with Microsoft Visual C++ 5." "Icons throughout the text help you quickly identify the topics under discussion. Each chapter also includes tutorials for self-guided learning." "Aimed at developers, Windows Programming Under the Hood of MFC assumes a knowledge of C++ data structures. You should also have experience with some graphical windowing environment, and at least a passing familiarity with Windows 95 or Windows NT." "Included is a diskette, containing full-featured programs, progressively built-upon throughout the book, which are used to illustrate the MFC and Win32 concepts discussed."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Visual C++ .NET John Wiley & Sons

This book covers the basic programming fundamentals, professional programming logics and deep concepts of programming in .NET such as the flow control statements in C# and Visual Basic, the basic programming techniques, procedures and procedural programming concepts, arrays, structures, delegates, Lambda Expression, Errors and Exceptions handling in .NET, Windows applications

development, Console applications development, Object Oriented programming, the study of different Namespaces, Files and Streams handling in C# and Visual Basic programming languages, Introduction to Database and Database Management System, Database Programming, LINQ in .NET, Collections in .NET, Web Technologies in .NET, ASP.NET, the basic requirements of ASP.NET, Websites and Web applications development, MVC Web application development, Web Services, Web APIs. This book covered the above-mentioned topics in details in a very simple way. It also contains various advanced logical programs. Each topic in this book is explained with suitable programming examples. The programs in this book are error free and fully tested and executed using Microsoft Visual Studio.NET 2015 Enterprise Edition. This book provides deep programming techniques and knowledge from beginning level to the higher level and it is efficient for all those students, teachers, and researchers who want to get professional programming logics and become professional programmers.

Interactive C# Packt Publishing Ltd

A unique book-and-DVD package from preeminent programming instructor Rod Stephens Visual C# has become a leading programming language, resulting in greater career opportunities for Visual C# programmers. This Wrox guide literally shows novice programmers how to program in C# with Microsoft Visual Studio, using both written and visual instruction. Easy-to-follow lessons reinforced with step-by-step instructions, screencasts, and supplemental exercises make it easy to master Visual C# programming regardless of your learning style. Each lesson begins with a discussion of a concept or technique and proceeds through step-by-step directions for using the technique. Visual C# has surpassed Visual Basic as the most popular programming language. Coverage Includes: Getting Started with the Visual Studio IDE Creating Controls Making Controls Arrange Themselves Handling Events Making Menus Making Tool Strips and Status Strips Using RichTextBoxes Using Standard Dialogs Creating and Displaying New Forms Building Custom Dialogs Using Variables and Performing Calculations

Debugging Code Understanding Scope
 Working with Strings Working with Dates
 and Times Using Arrays and Collections
 Using Enumerations and Structures
 Making Choices Repeating Program Steps
 Handling Errors Preventing Bugs Defining
 Classes Initializing Objects Fine-Tuning
 Classes Overloading Operators Using
 Interfaces Making Generic Classes Reading
 and Writing Files Using File System
 Classes Printing Using the Clipboard
 Providing Drag and Drop Localizing
 Programs Programming Databases LINQ to
 Objects LINQ to SQL Drawing with GDI+
 Making WPF Applications Printing with WPF
 Note: As part of the print version of this
 title, videolessons are included on DVD.
 For e-book versions, video lessons can be
 accessed at wrox.com using a link
 provided in the interior of the e-book.

**Beginning C# 6 Programming with
 Visual Studio 2015** Prentice Hall PTR
 Unique book-and-DVD package for novice
 Visual Basic programmers Start from
 scratch, and even if you don't know a
 thing about Visual Basic, you soon will with
 this thorough introduction to Visual Basic
 programming. Using easy-to-follow lessons
 and step-by-step instruction, this practical

book teaches you concepts and hands-on
 techniques, then reinforces your learning
 with video screencasts and supplemental
 materials. Follow the exercises, then
 access the Try It section on the DVD, and
 watch as well-known VB authority and
 author Rod Stephens works through
 programming problems. Introduces Visual
 Basic programming to beginning
 programmers; no prior experience is
 necessary Covers Visual Basic
 programming concepts and techniques, as
 well as the Visual Studio development
 environment Provides a series of easy-to-
 follow lessons, supplemented by
 instructional video on DVD Offers expert
 instruction from well-known VB authority
 and author Rod Stephens, who also
 provides supplemental instruction on the
 DVD, where he works through a series of
 Try It problems and demonstrates
 effective solutions Stephens' Visual Basic
 Programming 24-Hour Trainer is an
 exceptional book-and-DVD package that
 will have you programming in Visual Basic
 in no time. Note: As part of the print
 version of this title, video lessons are
 included on DVD. For e-book versions,
 video lessons can be accessed at

wrox.com using a link provided in the
 interior of the e-book.

Beginning Visual C# Prentice Hall
 Written by the authors of the world's best-
 selling introductory/intermediate C and
 C++ textbooks, this comprehensive book
 examines Visual C++ .NET. Visual C++
 .NET How to Program features the Deitel's
 signature LIVE-CODE approach to teaching
 programming with thousands of lines of
 code in hundreds of complete working
 programs. Start with an introduction to
 computers and Visual C++ .NET
 programming, then move on to more
 advanced topics such as graphical user
 interfaces (GUIs), multimedia, databases,
 and networking. Learn how to create
 reusable software components with
 classes and assemblies. Create database
 connections using ADO.NET, create Web-
 based applications using ATL Server and
 create Web services using ASP .NET and
 ATL server. The book features detailed
 LIVE-CODE examples that illustrate
 managed C++ code, highlight crucial files
 and streams concepts, show how to create
 custom GUI controls, demonstrate how to
 use sockets to hide network details, show
 real examples of Web services in action,

demonstrate attributed programming in ATL/COM, illustrate COM components, and illustrate several substantial case studies. Benefit from the Deitels' outstanding and consistent pedagogy with icons that highlight good programming practices, common errors, software engineering observations, portability tips, performance tips, and testing and debugging tips. For anyone interested in learning how to program Visual C++ .NET. Previously appeared in 12/2002 catalog.

Learn Visual C# Prentice Hall
NEW EDITION NOW AVAILABLE This book provides an accessible approach to the study of Windows programming with Visual C++. It is intended to be an introduction to Visual C++ for technical people including practicing engineers, engineering students, and others who would like to understand Windows programming and use its inherent graphic capabilities. While the book is aimed at a technical audience, the mathematical content is modest and it should be readable by most people interested in C++ programming. It introduces readers to Windows programming in a natural way, making use of the object-oriented

environment, the Microsoft Foundation Classes (MFC), and the document/view organization. Over fifty example projects are included on a companion CD. These example projects are used in the book's tutorial format initially by introducing Visual C++ programming and important C++ concepts. Then coverage of Windows programming begins with fundamental graphics operations including interactive drawing with mouse inputs. This is followed by program interaction through Windows tools for creating drop down menus, toolbar buttons, dialog windows, file input/output, output to printers, etc. Basic animation concepts are presented, using classes to develop, manipulate and display geometric shapes. Graphs are plotted as objects and the process of creating color contour plots is discussed. After using this book and following its collection of example programs, readers should be well prepared to write interactive programs which integrate Windows functionality and graphics with their own C++ programming. The step-by-step structure of each example in the book is described thoroughly and only standard Microsoft resources for graphics are

required. Exercises at the end of each chapter provide opportunities to revisit and extend the tutorial examples. The project folders on the CD include complete program code for all examples. Files are also provided that contain classes and functions for handling geometric objects and graphs and which may be easily adapted for a wide variety of application programs.

Professional Visual Basic 2012 and .NET 4.5 Programming Prentice Hall Professional

Get started with C# and strengthen your knowledge of core programming concepts such as procedural, object-oriented, generic, functional, and asynchronous programming along with the latest features of C# 8 Key Features Learn the fundamentals of C# with the help of easy-to-follow examples and explanations Leverage the latest features of C# 8, including nullable reference types, pattern matching enhancements, and asynchronous streams Explore object-oriented programming, functional programming, and multithreading concepts Book Description The C# programming language is often

developers' primary choice for creating a wide range of applications for desktop, cloud, and mobile. In nearly two decades of its existence, C# has evolved from a general-purpose, object-oriented language to a multi-paradigm language with impressive features. This book will take you through C# from the ground up in a step-by-step manner. You'll start with the building blocks of C#, which include basic data types, variables, strings, arrays, operators, control statements, and loops. Once comfortable with the basics, you'll then progress to learning object-oriented programming concepts such as classes and structures, objects, interfaces, and abstraction. Generics, functional programming, dynamic, and asynchronous programming are covered in detail. This book also takes you through regular expressions, reflection, memory management, pattern matching, exceptions, and many other advanced topics. As you advance, you'll explore the .NET Core 3 framework and learn how to use the dotnet command-line interface (CLI), consume NuGet packages, develop for Linux, and migrate apps built with .NET Framework. Finally, you'll understand how

to run unit tests with the Microsoft unit testing frameworks available in Visual Studio. By the end of this book, you'll be well-versed with the essentials of the C# language and be ready to start creating apps with it. What you will learn

- Get to grips with all the new features of C# 8
- Discover how to use attributes and reflection to build extendable applications
- Utilize LINQ to uniformly query various sources of data
- Use files and streams and serialize data to JSON and XML
- Write asynchronous code with the async-await pattern
- Employ .NET Core tools to create, compile, and publish your applications
- Create unit tests with Visual Studio and the Microsoft unit testing frameworks

Who this book is for If you have little experience in coding or C# and want to learn the essentials of C# programming to develop powerful programming techniques, this book is for you. It will also help aspiring programmers to write scripts or programs to accomplish specific tasks.

C# 2008 for Programmers Prentice Hall Programming Languages for MIS: Concepts and Practice supplies a synopsis of the major computer programming languages,

including C++, HTML, JavaScript, CSS, VB.NET, C#.NET, ASP.NET, PHP (with MySQL), XML (with XSLT, DTD, and XML Schema), and SQL. Ideal for undergraduate students in IS and IT programs, this textbook and its previous versions have been used in the authors' classes for the past 15 years. Focused on web application development, the book considers client-side computing, server-side computing, and database applications. It emphasizes programming techniques, including structured programming, object-oriented programming, client-side programming, server-side programming, and graphical user interface. Introduces the basics of computer languages along with the key characteristics of all procedural computer languages

Covers C++ and the fundamental concepts of the two programming paradigms: function-oriented and object-oriented

Considers HTML, JavaScript, and CSS for web page development

Presents VB.NET for graphical user interface development

Introduces PHP, a popular open source programming language, and explains the use of the MySQL database in PHP

Discusses XML and its companion languages, including XSTL, DTD, and XML Schema With this book, students learn the concepts shared by all computer languages as well as the unique features of each language. This self-contained text includes exercise questions, project requirements, report formats, and operational manuals of programming environments. A test bank and answers to exercise questions are also available upon qualified course adoption. This book supplies professors with the opportunity to structure a course consisting of two distinct modules: the teaching module and the project module. The teaching module supplies an overview of representative computer languages. The project module provides students with the opportunity to gain hands-on experience with the various computer languages through projects.

Microsoft Visual C++ .NET Cengage Learning

Discover object-oriented programming with core concepts of C# in this unique tutorial. The book consists of four major sections which cover 15 core topics - nine of them are dedicated to object-oriented programming, five of them are dedicated

to advanced concepts of C#, and one of them is dedicated to design patterns, with coverage of three Gang of Four design patterns with C# implementations. Finally, *Interactive C#* contains an FAQ section to cover all of these topics. This book uniquely presents a two-way discussion between a teacher and students. So, with this book you will have the feel of learning C# in a classroom environment or with your private tutor. Your teacher will discuss the problems/topics and ask you questions; at the same time, counter questions are provided to clarify points where necessary. What You Will Learn Become proficient in object-oriented programming Remake yourself as a great C# programmer Test your skills in C# fundamentals Use Visual Studio to write, compile and execute your code Who This Book Is For Programmers who want to understand the concepts and implementation of object-oriented programming in C#.

Mastering C# 8.0 Cengage Learning

Step-by-step guide written in a lucid

language for mastering C# DESCRIPTION

This book starts by introducing the concepts of .NET framework. It then

discusses OOP and explores how one can work with OOP in C#. There are two chapters on OOP: the first one covers the basics of object-oriented programming (OOP); and the second one delineates advanced concepts related to OOP and how they can be implemented in C#. Next, the book discusses Language Integrated Query (LINQ) and how to work with it in C#, followed by multithreading, asynchronous and parallel programming concepts with relevant code examples to illustrate the concepts covered. Generics, collections, generic collections, delegates, lambda expressions are also covered in this section. In the last section of the book, serialization, file I/O and how to work with them in C# are discussed concisely. A separate chapter on C# 8.0 is added to highlight its new features. .. There is an appendix chapter as well that discusses how one can get started working with Visual Studio 2019. KEY FEATURES

- Packed with plentiful code examples
- A comprehensive guide to mastering C#
- Discusses the OOP principles
- Targets beginner to advanced readers of C#
- Provides insight into the latest features of C#, including C# 8.0
- Covers Visual Studio

2019 WHAT WILL YOU LEARN? By the end of reading this book, the reader will have mastered the concepts of C# programming language, and be able to build high performance, scalable and robust applications using C#. WHO THIS BOOK IS FOR? This book is intended for people who are aspiring a career in .NET as well as for professionals who would like to master the concepts of C# programming language. Since this book is for beginner to advanced readers of C#, a basic knowledge of C# will be helpful.

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An Information Systems Approach to Object-Oriented Programming Using Microsoft Visual C# . Net Prentice Hall

Get started with Visual C# programming

with this great beginner's guide *Beginning C# 6 Programming with Visual Studio 2015* provides step-by-step directions for programming with C# in the .NET framework. *Beginning with programming essentials*, such as variables, flow control, and object-oriented programming, this authoritative text moves into more complicated topics, such as web and Windows programming and data access within both database and XML environments. After your introduction to each of the chapters, you are invited to apply your newfound knowledge in Try it Out sections, which reinforce learning and help you understand the practical applications of the new concepts you have explored. Through this approach, you can write useful programming code following each of the steps that you explore in this essential text. Discover the basics of programming with C#, such as variables, expressions, flow control, and functions. Discuss how to keep your program running smoothly through debugging and error handling. Understand how to navigate your way through key programming elements, such as classes, class members, collections, comparisons, and conversions

Explore object-oriented programming, web programming, and Windows programming. *Beginning C# 6 Programming with Visual Studio 2015* is a fundamental resource for any programmers who are new to the C# language.

[Windows Programming Under the Hood of MFC](#) Sahil Bora

Each of the 12 lessons presented here has three parts--two units and a review project. The units explain Visual C++ programming concepts, and the project contains a real-world code example. The book also provides line-by-line explanations, definitions of new terms, sample programs, and assignments that allow readers to apply their new knowledge.

Professional Visual Studio

Extensibility John Wiley & Sons

Visual, interactive, and engaging projects are the hallmark of this innovative book that marks a rapid departure from traditional computer science texts. *Programming in Visual C++: Concepts and Projects* uses a graphical user interface (GUI) approach instead of the traditional console (plan text) mode, to provide a thorough introduction to computer science

and C++ concepts that is highly visual and enjoyable for the reader. Because Visual C++ no longer requires advanced skills to produce GUIs, even beginning readers are able to produce attractive and functional GUIs within the first few chapters.

Coverage includes a comprehensive introduction to programming basics, including control and data structures, as well as object-oriented programming. Straightforward and easy to understand, this is a valuable resource for anyone interested in a computer science book that is as fun as it is informative. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

C# 2005 Programming: Covers.Net 3.0 & 2.0, Black Book Prentice Hall Professional

** UPDATED AND REFRESHED FOR THE NEW DECADE OF 2020 INTRODUCING: THE C++ Better Explained Book C++ Taught In A Way That Makes You Fearless To Take On Any Programming Project And Impossible To Fail A Programming Test. What is 'The C++ Better Explained Book'? Complex C++ Code Explained Using Real Life Examples And Analogies That Even A

6th Grader Can Understand. Computer programming can be a difficult and intimidating, especially when you have no programming experience at all... But I've made it sooo easy that even 6th grader can understand!. Easy-To-Understand Code Diagrams That Creates Vivid Pictures In Your Mind A picture is worth a thousand words. But a picture made so simple that it can be easily tattooed in your brain is worth a million words... Why? Because that way you don't have to rack your brains memorizing before a test or programming exercise. These special code diagrams will make you a C++ genius with very little effort and time invested in learning. Includes My "Logic Made Simple" Teaching Style Programming is a series of logical statements. But not all logic is simple to understand especially when taught by university professors who just can't break it down to a 6th grader's level. With very little study, you'll be able to grasp some of the most difficult C++ concepts before a test or before taking on a practical programming problem, thanks to my "Logic Made Simple" principle. What's Inside The C++ Better Explained eBook? Analogies For Dummies What if

someone could teach you C++ in a way that makes you fearless to take on any programming project and impossible to fail a programming test? (Sounds good? That's EXACTLY what these analogies will accomplish.) This means no more paying to retake a C++ course and filing horrible or no more starting and quitting a programming project. Do you hate spending money on massive 1000-page textbooks and months of sleepless nights trying to figure out this whole C++ thing? Most textbooks have difficult-to-understand analogies. But my 'Analogies for Dummies' style will make digesting my 116-page C++ Better Explained Book as easy as reading stories in your favorite magazine. Easy Vivid Code Diagrams They say a picture is worth a thousand words. But these code diagrams are worth a million words, because I've made them so simple and easy to understand that they can easily be tattooed in your brain for years. These special code diagrams will help you quickly remember some of the most complex C++ code... so that you don't have to spend hours memorizing difficult C++ concepts before a test or project. If you're like me who's passionate

about programming video games and mobile Apps, then this easy code diagrams will offer you a solid foundation for mapping out even the most complex C++ programming projects. Logic Made Simple Programming is a series of logical statements. But not all logic is simple to understand especially when taught by university professors who just can't break it down to a 6th grader's level. Thanks to my "Logic Made Simple" principle, you'll be able to grasp some of the most difficult C++ concepts before a test or before taking on a practical programming problem, with very little study effort invested.

Programming with Visual C++: Concepts and Projects BPB Publications

-- In-depth coverage of C#'s visual, drag-and-drop tools for user interface construction. -- Includes two case study chapters presenting complete applications. -- Ideal for all Visual Basic and Visual C# programmers! With C#, Microsoft transforms C++, combining advanced features for Web and distributed development with a VB-like environment for rapid creation of both Web services and next-generation Windows

applications. In C# for Windows Programming, experienced authors Chris H. Pappas and William H. Murray introduce C# from the perspective of the working VB or Visual C++ developer. Pappas and Murray begin by introducing the radical approach Microsoft is following with C# -- including both new programming concepts and a look at the new Visual Studio.NET environment. They provide a concise, yet detailed look at key features of the language, then introduce C#'s powerful drag-and-drop facilities for building advanced user interfaces. The book includes detailed coverage of Windows programming with C#, interfacing with controls and menus, processing input and output, utilizing graphics, and more. It also contains case study chapters presenting financial and charting applications. For every Windows programmer, especially those familiar with Visual Basic and/or C++.

Introduction to Windows and Graphics Programming with Visual C++.NET

John Wiley & Sons

This book provides a compact but comprehensive treatment that guides readers through the C programming

language with Microsoft® Visual Studio®. The author uses his extensive classroom experience to guide readers toward deeper understanding of key concepts of the C language. Each concept and feature of the language is presented as a short lesson, illustrated by practical worked examples to aid student self study. The book will appeal to a broad range of students who are required to study the C programming language. Provides complete coverage of the standard C language and its standard libraries; Filled with sample code, selected with care to show the C language concepts clearly; Code is written in freeware Community version of Microsoft Visual Studio. .

Stephens' C# Programming with Visual Studio 2010 24-Hour Trainer John Wiley & Sons

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The professional programmer's Deitel® guide to C# 6 and object-oriented development for Windows® Written for programmers with a background in high-level language programming, C# 6 for

Programmers applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth. Concepts are presented in the context of 170+ fully coded and tested apps, complete with syntax shading, code highlighting, code walkthroughs, program outputs and hundreds of savvy software-development tips. Start with an introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including LINQ, asynchronous programming with `async` and `await` and more. You'll enjoy the treatment of object-oriented programming and an object-oriented design/UML® ATM case study, including a complete C# implementation. When you've mastered the book, you'll be ready to start building industrial-strength, object-oriented C# apps. Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring and corporate training organization. Millions of people worldwide have used Deitel textbooks, professional books, LiveLessons™ video products, e-books, resource centers and REVEL™

interactive multimedia courses with integrated labs and assessment to master major programming languages and platforms, including C#, C++, C, Java™, Android™ app development, iOS app development, Swift™, Visual Basic®, Python™ and Internet and web programming. Features:

- Use with Windows® 7, 8 or 10.
- Integrated coverage of new C# 6 functionality: string interpolation, expression-bodied methods and properties, auto-implemented property initializers, getter-only properties, `nameof`, null-conditional operator, exception filters and more.
- Entertaining and challenging code examples.
- Deep treatment of classes, objects, inheritance, polymorphism and interfaces.
- Generics, LINQ and generic collections; PLINQ (Parallel LINQ) for multicore performance.
- Asynchronous programming with `async` and `await`; functional programming with lambdas, delegates and immutability.
- Files; relational database with LINQ to Entities.
- Object-oriented design ATM case study with full code implementation.
- Emphasis on performance and software engineering principles

Ivor Horton's Beginning Visual C++ 2013

Pearson
The professional programmer's Deitel® guide to C# and the powerful Microsoft® .NET Framework Written for programmers with a background in C++, Java or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and .NET Framework 3.5 in depth. The book is updated for Visual Studio® 2008 and C# 3.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, code highlighting, line-by-line code descriptions, and program outputs. The book features 200+ C# applications with about 20,000 lines of proven C# code, and hundreds of tips that will help you build robust applications. Start with a concise introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including the .NET Framework 3.5, LINQ, WPF, ASP.NET AJAX, WCF web services and Silverlight™. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML™ ATM case study, including a complete C# implementation. When

you're finished, you'll have everything you need to build next-generation Windows applications, web applications and web services. The Deitel® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development, and more. Practical, example-rich coverage of: .Net Framework 3.5 Types, Arrays, LINQ to Objects

Exception Handling LINQ, Object/Collection Initializers OOP: Classes, Inheritance, Polymorphism, Interfaces WinForms, WPF, XAML, Event Handling WPF Graphics/Multimedia, Silverlight™ Lists, Queues, Stacks, Trees Generic Collections, Generic Methods and Classes XML®, LINQ to XML Database, SQL, LINQ to SQL ASP.NET 3.5, ASP.NET AJAX Web Forms, Web Controls WCF Web Services OOD/UML™ 2 CASE STUDY And more Visit www.deitel.com to: Download code

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