
Sams Teach Yourself Java In 24 Hours 5th Edition Rogers Cadenhead

Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition

Learn Java the Easy Way

Teach Yourself Java 1.1 Programming in 24 Hours

Java in 21 Days, Sams Teach Yourself (Covering Java 8)

Sams Teach Yourself HTML, CSS, and JavaScript All in One

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Sams Teach Yourself C# in 21 Days

Sams Teach Yourself Java in 21 Days (Covering Java 8), Seventh Edition

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Sams Teach Yourself Java 6 in 21 Days

Sams Teach Yourself C++ in 21 Days

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Sams Teach Yourself SQL in 10 Minutes

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Covering Java 7 and Android

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Sams Teach Yourself Mod Development for Minecraft in 24 Hours

Sams Teach Yourself Java 2 in 21 Days

Java in 24 Hours, Sams Teach Yourself (Covering Java 9)

Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours

A Hands-On Introduction to Programming

Java in 24 Hours, Sams Teach Yourself (Covering Java 8)

Sams Teach Yourself Beginning Programming in 24 Hours

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KENDALL DAISY

Sams Teach Yourself Java in 21 Days (Covering Java 12), Barnes & Noble Exclusive Edition

Sams Publishing
Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Learn Java the Easy Way Sams Publishing

The thoroughly revised and expanded edition of one of the best selling Java tutorials.

Teach Yourself Java 1.1 Programming in 24 Hours Sams Publishing

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game--and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7

game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun
Java in 21 Days, Sams Teach Yourself (Covering Java 8) Pearson Education India

Explains how to use Structured Query Language to work within a relational database system, including information retrieval, security, data manipulation, and user management.

Sams Teach Yourself HTML, CSS, and JavaScript All in One Sams Publishing
Java in 24 Hours, Sams Teach Yourself (Covering Java 8) Java 24 Hour Sams ePub _7Sams Publishing

JAVASERV PAGES 2.0 APACHE _3 Sams Publishing

This book will take you, step by step, through learning C#, the computer industry's newest and most productive language. This complete guide covers topics from basic program construction to intermediate level application engineering. Following "21 days" formula, this book is a three week intensive course for the beginning programmer who wishes to get started with this exciting new coding standard. The comprehensive lesson plan will enable the reader to understand, design and build applications that are compatible with the new Microsoft .net framework.

Sams Teach Yourself Programming with Java in 24 Hours McGraw-Hill Education

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. *Sams Teach Yourself JavaScript in 24 Hours*, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

Sams Teach Yourself C# in 21 Days Pearson Education

'*Sams Teach Yourself Perl in 21 Days*' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

Sams Teach Yourself Java in 21 Days (Covering Java 8), Seventh Edition

Pearson Education

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8, Android Development, and Minecraft Mods In just 24 lessons of one hour or less, you can learn how to create Java applications with the free NetBeans development tools. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. The bonus chapter, exclusive to the Barnes & Noble Edition, covers how to create Minecraft mods with Java. Readers will be able to use Java code to write plugins that customize and extend the addictive and ingenious multi-player world building game, using the programming skills attained in the book. Minecraft is motivating thousands of young people to learn Java so they can impress their friends (and themselves) by introducing new items, blocks and mobs -- or even changing the gameplay itself. Because there are so many different ways to add mods to the game, it can be a daunting task for an avid Minecraft player to get started. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior

Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Create Minecraft mods with Java [Teach Yourself Java for Macintosh in 21 Days](#) Sams Publishing

Updated and improved edition of the best-selling and popular tutorial, covering the popular Java programming language.

[Sams Teach Yourself Java 6 in 21 Days](#) Sams Publishing

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this

book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Sams Teach Yourself C++ in 21 Days Sams Publishing

Offers an updated tutorial for beginners explaining how to use Java to create desktop and Web programs, applications, and web services.

[Sams Teach Yourself JavaServer Pages in 24 Hours](#) Hayden

Sams Teach Yourself Java in 21 Days continues to be one of the most popular, best-selling Java tutorials on the market. Written by two expert technical writers, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. This new edition of the book maintains and improves upon all these qualities, while updating, revising, and reorganizing the material to cover the latest developments in Java and to expand the book's coverage of core Java programming topics. Sun's new version of Java 2 Standard Edition—SDK version 1.4—is expected to be released by the end of 2001.

According to Sun, version 1.4 builds upon Java's cross-platform support and security model with new features and functionality, enhanced performance and scalability, and improved reliability and serviceability.

Sams Teach Yourself SQL in 10 Minutes
Pearson Education

Engineered to be the answer for learning XML, expert author Holzner offers hundreds of real-world examples demonstrating the uses of XML and the newest tools developers need to make the most of it.

Java 24 Hour Sams ePub _7 Java in 24 Hours, Sams Teach Yourself (Covering Java 8)Java 24 Hour Sams ePub _7

The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects.

Sams Teach Yourself Wireless Java with J2ME in 21 Days Sams Publishing

In arenas ranging from enterprise development to Android app programming, Java remains one of the world's most popular programming languages. *Sams Teach Yourself Java in 21 Days* helps the serious learner gain true mastery over the new Java 8. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, *Sams Teach Yourself Java in 21 Days* offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Week 1 introduces the basic building blocks of the Java programming language: keywords, operators, class and object definitions, packages, interfaces, exceptions, and threads. Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures, string handling, dates and times. Week 3 ventures into the

hottest areas of Java programming: web services, Java servlets, network programming, database programming and Android development.

Sams Teach Yourself Android Application Development in 24 Hours Sams Publishing

Providing step-by-step lessons for Java 1.2, this work includes updated coverage of Java Foundation Classes, Java 2D Classes, JavaBeans, and the new security model.

Sams Teach Yourself XML in 21 Days
Sams Publishing

Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Java in 24 Hours, Sams Teach Yourself (Covering Java 8), Barnes and Noble Exclusive Edition No Starch Press

In just 24 sessions of one hour or less, *Sams Teach Yourself Mod Development for Minecraft in 24 Hours* will help you transform Minecraft into anything you can imagine—and share your vision with millions of players worldwide! You'll learn all the mod development skills you need as you walk through a complete step-by-step project, complete with a mob, new tools, new armor, food, ores, and much more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for building any mod and creating any world! Step-by-step instructions carefully walk you through the most common Minecraft mod development tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Minecraft is a registered

trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Learn how to... Set up the environment where you'll write your mod for Minecraft 1.8 Create the basics for your mod with the Forge API Establish a framework that makes it easier to build complex mods Work with recipes and other small modifications Create multiple recipes, items, blocks, and entities at once Cook up food items that heal your players Make custom pickaxes, shovels, and completely original tools Use Tile Entities to create complex and unique mods Create interesting custom armor for players Generate entire worlds, including ores and plants Design and generate new structures with MCEdit Understand Entities and create Entity Models with Techne Code mobs with a custom Entity Model Manufacture Throwables Edit Minecraft functionality without breaking other mods Structure, package, and release your mod Master

Java programming techniques you can use far beyond Minecraft On the Web: Register your book at informit.com/title/9780672337635 for access to all code examples and resources from this book, as well as updates and corrections as they become available.

[Sams Teach Yourself Java 1.2 in 21 Days](#)
Sams Publishing

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.

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