
Deitel C How Program Solution

The C++ Report
 Effektiv C++ programmieren
 Simply Visual Basic 2008
 XML
 C++ how to Program
 E-Business and E-Commerce
 Computerworld
 C++ how to Program
 C++20 for Programmers
 C++ for Programmers
 Advanced Java 2 Platform
 Visual C#
 Praktische C++-Programmierung
 Java
 Swift for Programmers
 Eine Tour durch C++
 Modernes C++ Design
 C# for Programmers
 C, C++, Java, Python, PHP, JavaScript and Linux For Beginners
 C++ how to Program
 Computerworld
 Elementary Synchronous Programming
 Wireless Internet & Mobile Business
 C Student Solutions Manual to Accompany C how to Program, Fourth Edition
 Mit Java programmieren lernen für Dummies
 C++ how to Program
 Cryptography in C and C++
 C in a Nutshell
 Small C++
 C
 Visual Basic 6 how to Program
 Exceptional C++.
 Essentials of C Programming with Microsoft® Visual Studio®
 Advances in Software Maintenance Management: Technologies and Solutions
 Internet & World Wide Web
 Visual C# 2005
 Linux Commands, C, C++, Java and Python Exercises For Beginners
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 C++

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NICHOLSON PAOLA

The C++ Report C++ how to Program
 The authoritative DEITEL(TM) LIVE-CODE(TM) introduction to Internet & World Wide Web programming The Internet and World Wide Web have revolutionized software development with multimediaintensive, platform-independent code for conventional Internet-, Intranet- and Extranet-based applications. This college-level textbook carefully explains how to program multitiered, client/server, database-intensive, Web-based applications. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized corporate training and content-creation organization specializing in Java(TM), C++, C, Visual C#(TM), Visual Basic(R), Visual C++(R), .NET, XML, Python, Perl, Internet, Web and object technologies. The Deitels are also the authors of the world's #1 Java and C++ textbooks--"Java How to Program, 4/e" and "C++ How to Program, 3/e"--and many other best sellers. In "Internet & World Wide Web How to Program, 2/e," the Deitels and their colleague, Tem R. Nieto, discuss key topics, including: XHTML(TM) /CSS(TM) /Dynamic

HTML Multitier Client/Server Applications Internet Explorer(R) 5.5/Netscape(R) 6 Apache/IIS/PWS JavaScript(TM) /VB Script(R) DOM(TM) /DHTML Objects & Events Filters/Transitions/ActiveX(R) Flash(TM) /Animation/ActionScript e-Commerce/Security Wireless Web/WML/WMLScript ASP/JSP/Servlets/Perl/CGI/Python/PHP Web-Page Authoring/Photoshop(R) Elements Data Binding/SQL/MySQL/DBI/ADO XML/XSL(TM) /SVG/SMIL(TM) /Voice XML(TM) Multimedia/Audio/Video/Accessibility Speech Synthesis/Recognition/MS Agent "Internet & World Wide Web How to Program, 2/e" includes extensive pedagogic features: Hundreds of LIVE-CODE(TM)programs with screen captures that show exact outputs Extensive World Wide Web and Internet resources to encourage further research Hundreds of tips, recommended practices and cautions--all marked with icons "Internet & World Wide Web How to Program, 2/e" is the centerpiece of a family of resources for teaching and learning Internet and Web programming, including Web sites (www.deitel.com and www.prenhall.com/deitel with the book's code examples (also on the enclosed CD) and other information for faculty, students and professionals; an optional interactive CD ("Internet & World Wide Web Programming Multimedia Cyber Classroom, 2/e") containing hyperlinks, audio walkthroughs of the

code examples, solutions to about half the book's exercises; and e-mail access to the authors at deitel@deitel.com For information on worldwide corporate on-site seminars and Web-based training offered by Deitel & Associates, Inc., visit: www.deitel.com For information on current and forthcoming Deitel/Prentice Hall publications including "How to Program Series" books, "Multimedia Cyber Classrooms, Complete Training Courses" (which include Deitel books and Cyber Classrooms) and "Web-Based Training Courses" please see the last few pages of this book.

Prentice Hall

C How to Program, 6e, is ideal for introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. This text provides a valuable reference for programmers and anyone interested in learning the C programming language. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitels' signature "Live-Code" Approach, this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps readers interpret the code more effectively.

Effektiv C++ programmieren Apress

For Wireless Internet/Web courses and advanced Internet/Web Programming courses focusing on the wireless internet found in departments of Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education. While the rapid expansion of wireless technologies such as cell phones and palm pilots offers many new opportunities for businesses and programmers, it also presents numerous challenges related to issues such as security and standardization. Wireless Internet & Mobile Business How to Program offers a thorough treatment of both the management and technical aspects of this growing area, including coverage of current practices and future trends. The first half of the groundbreaking text explores the business issues surrounding wireless and mobile businesses, beginning with the decision to utilize specific technologies and the application of business principles to wireless devices. Wireless Internet & Mobile Business How to Program then discusses location-based services, a topic that will be revisited throughout the book since so much of wireless and mobile business depends on knowing the specific location of the customer. This portion of the book also addresses payment, security, legal and social issues, international wireless communications and more. The book then turns to programming for the wireless Internet and for mobile businesses, using the consistent and applied pedagogy that has garnered acclaim from both instructors and students for the Deitels' How to Program series. (Freely available online simulators of cellular phones and personal digital assistants (PDAs) make it possible for students to learn to program these devices without needing to own them.)

Simply Visual Basic 2008 Pearson Deutschland GmbH

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

XML Pearson

This book is a comprehensive guide to programming in XML. It teaches students how to use XML to create customized tags and includes several chapters that address standard custom markup languages for science and technology, multimedia, commerce,

and other fields. The authors include a concise introduction to Java, providing students with the essentials of this programming language to enable them to work effectively with XML. The book also includes cutting edge topics such as XQL, SMIL and VoiceXML as well as a real-world e-Commerce case study. A complete chapter on Web-accessibility that addresses VoiceXML is also included.

C++ *how to Program* O'Reilly Germany

Covering Microsoft's Visual Basic 6, this work includes complete worked examples, more than 10,000 lines of code, programming tips and exercises.

E-Business and E-Commerce Manjunath.R

Advances in Software Maintenance Management: Technologies and Solutions is a compilation of chapters from some of the best researchers and practitioners in the area of software maintenance. The chapters in this book are intended to be useful to a wide audience where software maintenance is a mandatory matter for study.

Computerworld Cuvillier Verlag

The practicing 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 the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information C++ *how to Program* Walter de Gruyter GmbH & Co KG The professional programmer's Deitel® guide to Apple's new Swift programming language for the iOS® and OS X® platforms ¿ Written for programmers with a background in object-oriented

programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. [↵](#) Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you'll be ready to build industrial-strength object-oriented Swift applications. About This Book [↵](#) The Swift™ programming language was arguably the most significant announcement at Apple's 2014 Worldwide Developers Conference. Although apps can still be developed in Objective-C®, Apple says that Swift is its applications programming and systems programming language of the future. [↵](#) Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python® and many others. These features include automatic reference counting (ARC), type inference, optionals, String interpolation, tuples, closures (lambdas), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. [↵](#) Swift also eliminates the possibility of many errors common in other languages, making your code more robust and secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa®/Cocoa Touch® frameworks, which are largely written in Objective-C. [↵](#) You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks. [↵](#) Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics; Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions Xcode, Playgrounds, Intro to Cocoa Touch® with a Fully Coded iOS® 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online [↵](#) IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit www.deitel.com/books/iOS8FP1 for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from developer.apple.com/downloads/index.action (you'll have to log in with your Apple developer account to see the list of downloads). [↵](#) Visit www.deitel.com Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit

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C++20 for Programmers Manjunath.R

For all basic-to-intermediate level courses in Visual C# programming. An informative, engaging, challenging and entertaining introduction to Visual C# Created by world-renowned programming instructors Paul and Harvey Deitel, Visual C# How to Program, Sixth Edition introduces students to the world of desktop, mobile and web app development with Microsoft's(R) Visual C#(R) programming language. Students will use .NET platform and the Visual Studio(R) Integrated Development Environment to write, test, and debug applications and run them on a wide variety of Windows(R) devices. At the heart of the book is the Deitel signature live-code approach-- rather than using code snippets, the authors present concepts in the context of complete working programs followed by sample executions. Students begin by getting comfortable with the Visual Studio Community edition IDE and basic C# syntax. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the authors introduce more sophisticated techniques, including searching, sorting, data structures, generics, and collections. Additional practice is provided through a broad range of example programs and exercises selected from computer science, business, education, social issues, personal utilities, sports, mathematics, puzzles, simulation, game playing, graphics, multimedia and many other areas.

C++ for Programmers Pearson

This book looks at the exciting world of advanced programming concepts with the three major Java platforms - Java 2 Enterprise Edition (J2EE), Java 2 Standard Edition (J2SE) and Java 2 Micro Edition (J2ME).

Advanced Java 2 Platform Prentice Hall

Get started with writing simple programs in C while learning core programming concepts Key Features Learn essential C concepts such as variables, data structures, functions, loops, and pointers Grasp the core programming aspects that form the base of many modern programming languages Work with updated code samples and cover array declaration and initialization in detail in this new edition Book Description The foundation for many modern programming languages such as C++, C#, JavaScript, and Go, C is widely used as a system programming language as well as for embedded systems and high-performance computing. With this book, you'll be able to get up to speed with C in no time. The book takes you through basic programming concepts and shows you how to implement them in the C programming language. Throughout the book, you'll create and run programs that demonstrate essential C concepts, such as program structure with functions, control structures such as loops and conditional statements, and complex data structures. As you make progress, you'll get to grips with in-code documentation, testing, and validation methods. This new edition expands upon the use of enumerations, arrays, and additional C features, and provides two working programs based on the code used in the book. What's more, this book uses the method of intentional failure, where you'll develop a working program and then purposely break it to see what happens, thereby learning how to recognize possible mistakes when they happen. By the end of this C programming book, you'll have developed basic

programming skills in C that can be easily applied to other programming languages and have gained a solid foundation for you to build on as a programmer. What you will learn Implement fundamental programming concepts through C programs Understand the importance of creating complex data types and the functions to manipulate them Develop good coding practices and learn to write clean code Validate your programs before developing them further Use the C Standard Library functions and understand why it is advantageous Build and run a multi-file program with Make Get an overview of how C has changed since its introduction and where it is going Who this book is for If you're an absolute beginner who has basic familiarity with operating a computer, this book will help you learn the most fundamental concepts and practices that you need to know to become a successful C programmer. If you're an experienced programmer, you'll find the full range of C syntax as well as common C idioms covered in the book useful.

Visual C# Pearson Educación

This new, briefer edition of C++ How to Program follows all the extensive updates made to C++ How to Program, Fifth Edition and offers readers a concise, introduction to the basics of object-oriented programming in C++. Small C++ features an early object and classes approach and covers the basics of object-oriented programming including classes, objects, encapsulation, inheritance and polymorphism. Provides complete programming exercises along with numerous tips, recommended practices and cautions (all marked with icons) for writing code that is portable, reusable and optimized for performance. The accompanying CD-ROM includes all the source code from the book. A useful brief reference for programmers or anyone who wants to learn more about the C++ programming language.

Praktische C++-Programmierung Hüthig Jehle Rehm

For introductory courses in Visual Basic Programming, offered in departments of Information Technology, Computer Science or Business. Merging the concept of a lab manual with that of a conventional textbook, the Deitels have crafted an innovative approach that enables students to learn programming while having a mentor-like book by their side. This best-seller blends the Deitel(tm) signature Live-Code(tm) Approach with their Application-Driven(tm) methodology. Students learn programming and Visual Basic by working through a set of applications. Each tutorial builds upon previously learned concepts while learning new ones, An abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas. This approach makes it possible to cover a wealth of programming constructs within the Visual Basic 2008 environment. Key topics include Language Integrated Query (LINQ), Visual Programming, Framework Class Library (FCL), Controls (Buttons, TextBoxes, ListBoxes, Timers, ComboBoxes, RadioButtons, Menus, Dialogs), Event Handling, Debugger, Algorithms, Control Structures, Methods, Random-Number Generation, Arrays, Classes, Objects, Collections, Mouse & Keyboard Event Handling, Strings, Files, Database, Graphics, Multimedia, GUI Design and Web applications. Deitel accomplishes this by making highly technical topics as simple as possible. The Third Edition is fully updated for Visual Studio 2008, Visual Basic 2008 and .NET 3.5.

Java John Wiley & Sons

The revision of this bestselling "C++" title has been completely updated to reflect the recent changes in ANSI Standard C++. Over a thousand pages contain hundreds of exercises, thousands of lines of working code, and valuable insights into good programming practices.

Swift for Programmers Packt Publishing Ltd

Accompanying CD-ROM contains Java 2 SDK standard edition,

1.3.1, Java Media Framework API 2.1.1, Forte for Java, release 2.0, Community ed., Java Plug-in HTML converter 1.3.

Eine Tour durch C++ IGI Global

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Modernes C++ Design O'Reilly Germany

The professional programmer's Deitel® guide to C++20 Written for programmers with a background in another high-level language, in this book, you'll learn Modern C++ development hands on using C++20 and its "Big Four" features--Ranges, Concepts, Modules and Coroutines. (For more details, see the Preface, and the table of contents diagram inside the front cover.) In the context of 200+, hands-on, real-world code examples, you'll quickly master Modern C++ coding idioms using popular compilers--Visual C++®, GNU® g++, Apple® Xcode® and LLVM®/Clang. After the C++ fundamentals quick start, you'll move on to C++ standard library containers array and vector; functional-style programming with C++20 Ranges and Views; strings, files and regular expressions; object-oriented programming with classes, inheritance, runtime polymorphism and static polymorphism; operator overloading, copy/move semantics, RAII and smart pointers; exceptions and a look forward to C++23 Contracts; standard library containers, iterators and algorithms; templates, C++20 Concepts and metaprogramming; C++20 Modules and large-scale development; and concurrency, parallelism, the C++17 and C++20 parallel standard library algorithms and C++20 Coroutines. Features Rich coverage of C++20's "Big Four": Ranges, Concepts, Modules and Coroutines Objects-Natural Approach: Use standard libraries and open-source libraries to build significant applications with minimal code Hundreds of real-world, live-code examples Modern C++: C++20, 17, 14, 11 and a look to C++23 Compilers: Visual C++®, GNU® g++, Apple Xcode® Clang, LLVM®/Clang Docker: GNU® GCC, LLVM®/Clang Fundamentals: Control statements, functions, strings, references, pointers, files, exceptions Object-oriented programming: Classes, objects, inheritance, runtime and static polymorphism, operator overloading, copy/move semantics, RAII, smart pointers Functional-style programming: C++20 Ranges and Views, lambda expressions Generic programming: Templates, C++20 Concepts and metaprogramming C++20 Modules: Large-Scale Development Concurrent programming: Concurrency, multithreading, parallel algorithms, C++20 Coroutines, coroutines support libraries, C++23 executors Future: A look forward to Contracts, range-based parallel algorithms, standard library coroutine support and more "C++20 for Programmers builds up an intuition for modern C++ that every programmer should have in the current software engineering ecosystem. The unique and brilliant ordering in which the Deitels present the material jibes much more naturally with the demands of modern, production-grade programming environments. I strongly recommend this book for anyone who needs to get up to speed on C++, particularly in professional programming environments where the idioms and patterns of modern C++ can be indecipherable without the carefully crafted guidance that this book provides." --Dr. Daisy Hollman, ISO C++ Standards Committee Member "This is a fine book that covers a surprising amount of the very large language that is C++20. An in-depth treatment of C++ for a reader familiar with how things work in other programming languages." --Arthur O'Dwyer, C++ trainer, Chair of CppCon's Back to Basics track, author of several

accepted C++17/20/23 proposals and the book Mastering the C++17 STL "Forget about callback functions, bare pointers and proprietary multithreading libraries--C++20 is about standard concurrency features, generic lambda expressions, metaprogramming, tighter type-safety and the long-awaited concepts, which are all demonstrated in this book. Functional programming is explained clearly with plenty of illustrative code listings. The excellent chapter, 'Parallel Algorithms and Concurrency: A High-Level View,' is a highlight of this book." -- Danny Kalev, Ph.D. and Certified System Analyst and Software Engineer, Former ISO C++ Standards Committee Member Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. Note: eBooks are 4-color and print books are black and white.

C# for Programmers Prentice Hall

EINE TOUR DURCH C++ // - Dieser Leitfaden will Ihnen weder das Programmieren beibringen noch versteht er sich als einzige Quelle, die Sie für die Beherrschung von C++ brauchen – aber diese Tour ist wahrscheinlich die kürzeste oder einfachste Einführung in C++11. - Für C- oder C++-Programmierer, die mit der aktuellen C++-Sprache vertrauter werden wollen - Programmierer, die in einer anderen Sprache versiert sind, erhalten ein genaues Bild vom Wesen und von den Vorzügen des modernen C++ . Mit dem C++11-Standard können Programmierer Ideen klarer, einfacher und direkter auszudrücken sowie schnelleren und effizienteren Code zu schreiben. Bjarne Stroustrup, der Designer und ursprüngliche Implementierer von C++, erläutert die Details dieser Sprache und ihre Verwendung in seiner umfassenden Referenz „Die C++-Programmiersprache“. In „Eine Tour durch C++“ führt Stroustrup jetzt die Übersichtskapitel aus der Referenz zusammen und erweitert sie so, dass auch erfahrene Programmierer in nur wenigen Stunden eine Vorstellung davon erhalten, was modernes C++ ausmacht. In diesem kompakten und eigenständigen Leitfaden behandelt Stroustrup – neben Grundlagen – die wichtigsten Sprachelemente und die wesentlichen Komponenten der Standardbibliothek. Er präsentiert die C++-Features im Kontext der Programmierstile, die sie unterstützen, wie die objektorientierte und generische

Programmierung. Die Tour beginnt bei den Grundlagen und befasst sich dann mit komplexeren Themen, einschließlich vieler, die neu in C++11 sind wie z.B. Verschiebesemantik, einheitliche Initialisierung, Lambda-Ausdrücke, verbesserte Container, Zufallszahlen und Nebenläufigkeit. Am Ende werden Design und Entwicklung von C++ sowie die in C++11 hinzugekommenen Erweiterungen diskutiert. Programmierer erhalten hier – auch anhand von Schlüsselbeispielen – einen sinnvollen Überblick und praktische Hilfe für den Einstieg. AUS DEM INHALT // Die Grundlagen // Benutzerdefinierte Typen // Modularität // Klassen // Templates // Überblick über die Bibliothek // Strings und reguläre Ausdrücke // E/A-Streams // Container // Algorithmen // Utilities // Numerik // Nebenläufigkeit // Geschichte und Kompatibilität **C, C++, Java, Python, PHP, JavaScript and Linux For Beginners** Turtleback

Learn how to build winning C# applications, start to finish, using the Deitels' proven methodology and signature Live-Code(tm) Approach! This new edition includes extensive use of Visual Studio 2005's new visual programming tools that tremendously reduce the amount of code programmers need to write in ADO.NET and ASP.NET applications. With these new tools, programmers can develop powerful ADO.NET and ASP.NET applications quickly and easily. You'll start with an introduction to C# and Visual C# 2005 Express. After examining methods and arrays, the Deitels present an in-depth introduction to object-oriented programming. They introduce powerful exception handling techniques for building mission critical software; followed by in-depth coverage of C#-based GUI development. Coverage also includes: multithreading; strings, characters; regular expressions; graphics; files and streams; and more. Next, you'll extend your C# applications to leverage XML and .NET, as you master ADO.NET database access and ASP.NET Web services delivery. An integrated, optional ATM case study teaches object-oriented design with UML(tm) 2.0 while a new GradeBook case study aids in the discussion of early classes and objects. From networking to security, the Deitels present hundreds of expert tips on good programming practices, avoiding errors, maximizing performance, testing, and debugging. For beginning programmers, and for developers experienced with traditional languages who want to master C# quickly.

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