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Building a Modern Computer from First Principles Simon and Schuster
ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web

applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform

development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm. What's inside Developing apps for Windows and non-Windows servers Configuring applications Building custom components Logging, testing, and security

About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release.

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Principles, Practices, and Pitfalls John Wiley & Sons

This book describes the evolution of computer science in the form of seven overlapping, intermingling, parallel histories that unfold concurrently in the course of the two decades. Author Subrata Dasgupta named the two decades from 1970 to 1990 as the second age of computer science to distinguish it from the preceding genesis of the science and the age of the Internet/World Wide Web that followed--

Object-oriented Programming with Visual

Basic .NET Franklin Beedle & Assoc

Offers information on using the C++ programming language using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques.

Invent Your Own Computer Games With Python "O'Reilly Media, Inc."

'Programming .NET Components', second

edition, updated to cover .NET 2.0., introduces the Microsoft .NET Framework for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components.

Programming in Haskell Pearson Education

Basic Programming

PrinciplesProgrammingPrinciples and Practice Using C++Pearson Education

Basic Programming Principles Oxford University Press

An Introduction to Programming by the Inventor of C++ Preparation for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an

introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing,

and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website. *Programmer's Guide to Drupal* Mit Press Confusing Textbooks? Missed Lectures? Tough Test Questions? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.

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Programming Principles Programming Principles and Practice Using C++ Software -- Programming Languages. *ASP.NET Core in Action* OTexts Learn to program with C++ quickly with this helpful ForDummies guide Beginning Programming with C++ For Dummies, 2ndEdition gives you plain-English explanations of the fundamental principles of C++, arming you with the skills and know-how to expertly use one of the world's most popular programming languages. You'll explore what goes into creating a program, how to put the pieces together, learn how to deal with standard programming challenges, and much more. Written by the bestselling author of C++ For Dummies, this updated guide explores the basic development concepts and techniques of C++ from a beginner's point of view, and helps make sense of the how and why of C++ programming from the ground up. Beginning with an introduction to how programming languages function, the book goes on to explore how to work with integer expressions and character expressions, keep errors out of your code,

use loops and functions, divide your code into modules, and become a functional programmer. Grasp C++ programming like a pro, even if you've never written a line of code. Master basic development concepts and techniques in C++. Get rid of bugs and write programs that work. Find all the code from the book and an updated C++ compiler on the companion website. If you're a student or first-time programmer looking to master this object-oriented programming language, *Beginning Programming with C++ For Dummies, 2nd Edition* has you covered.

2nd Edition Halsted Press

Create your own clear and impactful interactive data visualizations with the powerful data visualization libraries of Python. Key Features: Study and use Python interactive libraries, such as Bokeh and Plotly. Explore different visualization principles and understand when to use which one. Create interactive data visualizations with real-world data. Book Description: With so much data being continuously generated, developers, who can present data as impactful and interesting visualizations, are always in demand. *Interactive Data Visualization*

with Python sharpens your data exploration skills, tells you everything there is to know about interactive data visualization in Python. You'll begin by learning how to draw various plots with Matplotlib and Seaborn, the non-interactive data visualization libraries. You'll study different types of visualizations, compare them, and find out how to select a particular type of visualization to suit your requirements. After you get a hang of the various non-interactive visualization libraries, you'll learn the principles of intuitive and persuasive data visualization, and use Bokeh and Plotly to transform your visuals into strong stories. You'll also gain insight into how interactive data and model visualization can optimize the performance of a regression model. By the end of the course, you'll have a new skill set that'll make you the go-to person for transforming data visualizations into engaging and interesting stories. What you will learn: Explore and apply different interactive data visualization techniques. Manipulate plotting parameters and styles to create appealing plots. Customize data visualization for different audiences.

Design data visualizations using interactive libraries. Use Matplotlib, Seaborn, Altair and Bokeh for drawing appealing plots. Customize data visualization for different scenarios. Who this book is for: This book intends to provide a solid training ground for Python developers, data analysts and data scientists to enable them to present critical data insights in a way that best captures the user's attention and imagination. It serves as a simple step-by-step guide that demonstrates the different types and components of visualization, the principles, and techniques of effective interactivity, as well as common pitfalls to avoid when creating interactive data visualizations. Students should have an intermediate level of competency in writing Python code, as well as some familiarity with using libraries such as pandas.

Fundamentals of Computer Programming with C# Pearson Education

Written to the core practical units of competency from the UEE11 Electrotechnology Training Package, *Electrical Trade Practices 2e* by Berry,

Cahill and Chadwick provides a practical yet comprehensive companion text, covering the practical units within the UEE30811 Certificate III in the Electrotechnology Electrician qualification. Electrical Trade Practices is the practical volume to accompany Phillips, Electrical Principles.

Packt Publishing Ltd

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance,

abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is

accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception

handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Programming Embedded Systems Pearson Education

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve

proficiency with embedded software.

A Practical Introduction Pearson Education
An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Introduction To Programming Using Visual Basic 6, 2nd Ed Prentice Hall Professional

Typical undergraduate CS/CE majors have a practical orientation: they study computing because they like programming and are good at it. This book has strong appeal to this core student group. There is more than enough material for a semester-long course. The challenge for a course in programming language concepts is to help practical students understand programming languages at an unaccustomed level of abstraction. To help meet this challenge, the book includes enough hands-on programming exercises and examples to motivate students whose primary interest in computing is practical
Strategic Management No Starch Press
Get up and running fast with the basics of programming using Java as an example

language. This short book gets you thinking like a programmer in an easy and entertaining way. Modern Programming Made Easy teaches you basic coding principles, including working with lists, sets, arrays, and maps; coding in the object-oriented style; and writing a web application. This book is largely language agnostic, but mainly covers the latest appropriate and relevant release of Java, with some updated references to Groovy, Scala, and JavaScript to give you a broad range of examples to consider. You will get a taste of what modern programming has to offer and set yourself up for further study and growth in your chosen language. What You'll Learn Write code using the functional programming style Build your code using the latest releases of Java, Groovy, and more Test your code Read and write from files Design user interfaces Deploy your app in the cloud Who This Book Is For Anyone who wants to learn how to code. Whether you're a student, a teacher, looking for a career change, or just a hobbyist, this book is made for you.
Principles and Practice Using C++ "O'Reilly Media, Inc."

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Basic Programming Cengage AU
Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code.

Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project
The C Programming Language World Scientific Publishing Company
Completely revised, this edition is an essential guide for VB programmers looking to make the change to the .NET programming environment.

Computer Publishers & Publications

John Wiley & Sons

If you're a web programmer, your experiences have taught you certain lessons—and only some of them apply well to Drupal. Drupal has its own set of programming principles that require a different approach, and many

programmers make mistakes when relying on skills they've used for other projects. This book will show you which programming techniques you can use—and which you should avoid—when building web applications with this popular content management framework. Updated to cover both Drupal 7 and Drupal 8, the guidelines in this book demonstrate which programming practices conform to the "Drupal way" and which don't. The book also serves as an excellent guide for Drupal 7 programmers looking to make the transition to Drupal 8. Get an overview of Drupal, including Drupal core and add-on modules and themes Learn Drupal's basic programming principles, such as the ability to customize behavior and output with hooks Compare Drupal 7 and Drupal 8 programming methods, APIs, and concepts Discover common Drupal programming mistakes—and why hacking is one of them Explore specific areas where you can put your programming skills to work Learn about the new object-oriented Drupal 8 API, including plugins and services

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