
Sams Teach Yourself Linux Programming In 24 Hours

Sams Teach Yourself Android Application
Development in 24 Hours

Sams Teach Yourself C++ for Linux in 21 Days

Sams Teach Yourself Django in 24 Hours

Sams Teach Yourself Linux Programming in 24
Hours

Sams Teach Yourself Unix in 10 Minutes, 2/e
(SAMS)

Unix in 24 Hours, Sams Teach Yourself

Sams Teach Yourself Linux Programming in 24
Hours

C Programming in One Hour a Day, Sams Teach
Yourself

Sams Teach Yourself Linux Programming in 21
Days

Sams Teach Yourself Red Hat Linux in 24 Hours

Sams Teach Yourself Python Programming for
Raspberry Pi in 24 Hours

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Python Programming for Raspberry Pi, Sams
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Teach Yourself Linux
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Sams Teach Yourself SQL in 10 Minutes
Unix in 24 Hours, Sams Teach Yourself
Arduino Programming in 24 Hours, Sams Teach
Yourself
Python in 24 Hours, Sams Teach Yourself
Linux Socket Programming by Example
Advanced Linux Programming
Sams Teac Your C One Hour D_7
Sams Teach Yourself C++ in One Hour a Day
Learning the bash Shell
Go in 24 Hours, Sams Teach Yourself
Sams Teach Yourself Dreamweaver UltraDev 4 in
21 Days
Sams Teach Yourself Ajax, JavaScript, and PHP All
in One
Unix in 24 Hours, Sams Teach Yourself
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Hours
Sams Teach Yourself C in 24 Hours

SADIE

Sams Teach Yourself Android Application Development in 24 Hours
Sams Publishing
Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming

using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for

anyone who's serious about truly mastering C - including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less,

<p>introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings,</p>	<p>structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program:</p>	<p>Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14</p>
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Working with the Screen, Printer, and Keyboard	Words C Common C Functions D Answers	caters more to the individual. Unix programmers tend to be part of a formal team whereas Linux programmers are diverse and operate in loose groups connected through common interests.
PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use	<u>Sams Teach Yourself C++ for Linux in 21 Days</u> Sams Publishing Sams Teach Yourself Linux Programming in 21 Days will cover the various aspects of developing for the Linux environment. Even though Linux is similar to Unix, the development community is totally different.	Sams Teach Yourself Linux Programming in 21 Days caters to these developers, teaching them how to incorporate diverse code bases and relate within this community. The first part
PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved	While Unix is more traditional, Linux is a product that	

of the book will build a strong foundation for programming in Linux, how the various components are structured and organized. Permissions and security, user input/output and system calls related to the environment will be covered. The next part will show how to exploit the built-in command structure through prebuilt scripts. It will cover what scripting is,

why to use it, its limits, strengths, etc. The remaining chapters will cover command shell scripting and how to automate many tasks without involving compiled language

Sams Teach Yourself Django in 24 Hours

Sams Publishing Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running

with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions

<p>carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions Learn how to ... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory</p>	<p>ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for</p>	<p>information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions</p>
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HOUR 6: Creating, Moving, Renaming, and Deleting Files and Directories	Command Shells HOUR 14: Advanced Shell Interaction HOUR 15: Job Control	and Files HOUR 23: Perl Programming in Unix HOUR 24: GNOME and the GUI Environment
HOUR 7: Looking into Files	HOUR 16: Shell Programming	Appendix A: Common Unix
HOUR 8: Filters, Pipes, and Wildcards!	HOUR 17: Advanced Shell Programming	Questions and Answers. <u>Sams Teach Yourself Linux Programming in 24 Hours</u>
HOUR 9: Slicing and Dicing Command- Pipe Data	HOUR 18: Printing in the Unix Environment	Sams Publishing Learn to use
HOUR 10: An Introduction to the vi Editor	HOUR 19: Archives and Backups	Unix, OS X, or Linux quickly and easily! In
HOUR 11: Advanced vi Tricks, Tools, and Techniquess	HOUR 20: Using Email to Communicate	just 24 lessons of one hour or less, Sams
HOUR 12: An Overview of the emacs Editor	HOUR 21: Connecting to Remote Systems Using SSH and SFTP	Teach Yourself Unix in 24 Hours helps
HOUR 13: Introduction to	HOUR 22: Searching for Information	you get up and running with Unix and Unix-based operating

systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to... Pick the command shell that's best for you. Organize the Unix file system (and why). Manage file and directory ownership and permissions. Maximize your productivity with power filters and pipes. Use the vi and emacs editors. Create your own commands and shell scripts. Connect to remote systems using SSH and SFTP. Troubleshoot common problems. List files and manage disk usage. Get started with Unix shell programming. Set up printing in a Unix environment. Archive and back up files. Search for information and files. Use Perl as an

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in Unix HOUR
24: GNOME
and the GUI
Environment
Appendix A:
Common Unix
Questions and
Answers
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you need to
know, from
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created, to
what's coming
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of C++. Each
lesson builds
on what
you've already
learned,
giving you a
solid
understanding
of the basics

of C++
programming
concepts and
techniques.
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instructions
carefully walk
you through
the most
common C++
programming
tasks Quizzes
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any
platform-Win-
dows, Mac or
Linux Learn

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<p>Publishing This guide aims to simplify Emacs by organizing the program by function and platform. It not only teaches GNU Emacs but also the basics of other forms, such as XEmacs. The CD-ROM features extra tools including a FAQ section, source/binaries for Emacs, and quick reference cards.</p> <p>Sams Teach Yourself Linux Programming in 24 Hours Sams Publishing</p>	<p>A structured tutorial presenting the C++ language in a series of short, easy-to-understand lessons.</p> <p><u>C Programming in One Hour a Day, Sams Teach Yourself Sams Publishing</u> Sams Teach Yourself Unix in 10 Minutes is a tutorial-based book, organized into a series of easy-to-follow, 10-minute lessons.</p> <p><u>Sams Teach Yourself Linux Programming in 21 Days</u> Sams Publishing This is the</p>	<p>eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version.</p> <p>Advanced Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux</p>
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systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming

Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux. **Sams Teach Yourself Red Hat Linux in 24 Hours** 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 exiting 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 Python Programming for Raspberry Pi in 24 Hours* Pearson Education India Sams Teach Yourself Linux Programming in 24 Hours Sams Sams Teach Yourself C in 24 Hours Sams Teach Yourself Linux Programming in 21 Days Sams Teach Yourself Emacs in 24 Hours Sams Publishing

Python Programming for Raspberry Pi® In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straight-forward, step-by-step approach, you'll move from the

absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi

Python programming tasks. Quizzes 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. Richard Blum has administered systems and

networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include Ubuntu Linux Secrets; Linux for Dummies, Ninth Edition; PostgreSQL 8 for Windows; and Professional Linux Programming. Christine Bresnahan began working

as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of The Linux Bible, Eighth Edition. With Blum, she also coauthored Linux Command Line & Shell Scripting Bible, Second Edition. Get your Raspberry Pi and choose

the right low-cost peripherals
Set up Raspian Linux and the Python programming environment
Learn Python basics, including arithmetic and structured commands
Master Python 3 lists, tuples, diction-aries, sets, strings, files, and modules
Reuse the same Python code in multiple locations with functions
Manipulate string data efficiently with regular expressions

Practice simple object-oriented programming techniques
Use exception handling to make your code more reliable
Program modern graphical user interfaces with Raspberry Pi and OpenGL
Create Raspberry Pi games with the PyGame library
Learn network, web, and database techniques you can also use in business software
Write Python scripts that send email
Interact with other

devices through Raspberry Pi's GPIO interface
Walk through example Raspberry Pi projects that inspire you to do even more
On the Web: Register your book at informit.com/title/9780672337642 for access to all code examples from the book, as well as update and corrections as they become available.
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An introduction to

programming Flash with ActionScript, instructing readers in basic programming techniques and guiding them through the creation of interactive Flash movies.

Sams Teach Yourself Flash MX ActionScript in 24 Hours

Pearson Education
In just a short time, you can learn how to use Ajax, JavaScript, and PHP to create interactive interfaces to your web applications by combining

these powerful technologies. No previous Ajax programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of Ajax programming with JavaScript, PHP, and related technologies from the ground up. Regardless of whether you run Linux,

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Make JavaScript,

<p>HTML, XML, and PHP work together to create Ajax effects</p> <p>Compile an Ajax application</p> <p>Create and consume web services with SOAP and REST</p> <p>Avoid common errors and troubleshoot programs</p> <p>Use popular Ajax libraries to speed up and improve common programming tasks</p> <p>On the CD XAMPP for Windows, Mac OS X, and Linux—an easy-to-install package to set up a PHP- and MySQL-</p>	<p>enabled Apache server on your computer</p> <p>The jEdit programming editor for Windows, Mac, and Linux</p> <p>Prototype, Scriptaculous, Rico, and XOAD—popular JavaScript libraries for creating Ajax applications and effects</p> <p>A complete Ajax, HTML, XML, and PHP tutorial</p> <p>reference library in searchable PDF format</p> <p>Source code for the examples in the book</p> <p>Phil Ballard is a</p>	<p>software engineering consultant and developer specializing in website and intranet design and development for an international portfolio of clients. He has an honors degree from the University of Leeds, England, and has worked for several years in commercial and managerial roles in the high technology sector.</p> <p>Michael Moncur is a freelance webmaster and author.</p>
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He runs a network of websites and has written several bestselling books about web development, networking, certification programs, and databases.
 Category: Web Development
 Covers: Ajax, JavaScript and PHP User Level: Beginning-Intermediate
Sams Teach Yourself Perl in 21 Days
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 Annotation In just 24 sessions of one hour or less, "Sams

Teach Yourself Arduino Programming in 24 Hours "teaches you C programming on Arduino, so you can start creating inspired "DIY" hardware projects of your own Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing

full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the

<p>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 ... Get the right Arduino hardware and accessories for your needsDownload the Arduino IDE, install it, and link it to your ArduinoQuickly create, compile, upload, and run your first Arduino</p>	<p>programMaster C syntax, decision control, strings, data structures, and functionsUse pointers to work with memory--and avoid common mistakesStore data on your Arduino's EEPROM or an external SD cardUse existing hardware libraries, or create your ownSend output and read input from analog devices or digital interfacesCreate and handle interrupts in software and</p>	<p>hardwareCommunicate with devices via the SPI interface and I2C protocolWork with analog and digital sensorsWrite Arduino C programs that control motorsConnect an LCD to your Arduino, and code the outputInstall an Ethernet shield, configure an Ethernet connection, and write networking programsCreate prototyping environments, use prototyping shields, and interface</p>
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electronics to your Arduino.

Sams Teach Yourself JavaScript in 24 Hours

Sams Publishing Ready-to-use building blocks for integrated circuit design. Why start coding from scratch when you can work from this library of pre-tested routines, created by an HDL expert? There are plenty of introductory texts to describe the basics of Verilog, but "Verilog Designer's

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included for each function, to assist you with your own verification efforts. Coverage includes: Essential Verilog coding techniques Basic building blocks of successful routines State machines and memories Practical debugging guidelines Although "Verilog Designer's Library" assumes a basic familiarity with Verilog structure and syntax, it does not require a background in

programming. Beginners can work through the book in sequence to develop their skills, while experienced Verilog users can go directly to the routines they need. Hardware designers, systems analysts, VARs, OEMs, software developers, and system integrators will find it an ideal sourcebook on all aspects of Verilog development. Sams Teach Yourself C++ in 24 Hours
Sams
Publishing

If you're an intermediate or advanced computer programmer looking to master Linux, then Teach Yourself Linux is your key to success. Written in jargon-free language, Teach Yourself Linux is full of cross-references, visual step-by-step procedures, and real-world applications that enable you to master the Open Source operating system that's taking the PC world by storm. This

book helps you become proficient by explaining the following: Installing and configuring Linux, understanding Linux commands, and using text editing features Finding help and performing a full backup Navigating the Linux desktop, from the X Window system to applications Working with Microsoft Windows Connecting to the Web and using Internet tools Setting up your own

Web server
Building an
advanced
system
configuration
Two bonus
CD-ROMs are
packed with
Linux
software,
including Red
Hat Linux 6.1
and Internet
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programs, as
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how to
upgrade your
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Wiley
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entirely in
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and syntax
coloring to
make code
samples
appear as
they do in
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sessions of
one hour or
less, you will
be able to
begin
effectively
using WPF to
solve real-
world
problems,
developing
rich user
interfaces in
less time than
you thought
possible.
Using a
straightforwar
d, step-by-
step
approach,
each lesson
builds on a
real-world

foundation
forged in both
technology
and business
matters,
allowing you
to learn the
essentials of
WPF from the
ground up.
Step-by-step
instructions
carefully walk
you through
the most
common
questions,
issues, and
tasks. The
Q&A sections,
quizzes, and
exercises help
you build and
test your
knowledge. By
the Way notes
present
interesting
pieces of
information.
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tips offer

advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and	video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction 1 Part I Getting Started 1 What WPF Is	and Isn't 5 2 Understanding XAML 17 3 Introducing the Font Viewer 27 4 Handling Application Layout 41 5 Using Basic Controls 59 6 Introducing Data Binding 75 Part II Reaching the User 7 Designing an Application 93 8 Building a Text Document Editor 107 9 Getting a Handle on Events 121 10 Commands 145 11 Output 157 Part III Visualizing Data 12 Building a Contact
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