

Basic Programming Principles 2nd Edition

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

The second edition of the best-selling Python book in the world (over 1 million copies sold). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to: • Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django • Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty • Use data to generate interactive visualizations • Create and customize web apps and deploy them safely online Deal with mistakes and errors so you can solve your own programming problems If you've been thinking about digging into programming, Python Crash Course will get you writing real programs fast. Why wait any longer? Start your engines and code!

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, encapsulation and polymorphism) and their implementation in 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 skilled software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics 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)

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Learn programming in Java from scratch - and keep on learning Developing Java Software The new edition of this excellent primer teaches how to program in an object-oriented style. Objects come first, providing a framework for understanding how Java programs work and how they can be designed, in an organised and systematic way. Programming is taught with a view to quality software engineering and is anchored in real-world issues, particularly testing. Examples and exercises provide motivation. Self-tests and class-project suggestions enhance this comprehensive Go, to, the support website at: http://www.dcs.kcl.ac.uk/DevJavaSoft/ * More exercises * Selected solutions * Instructor's notes and resources * Code for case studies * Updates, revisions and bug fixes * Reviews and feedback Reviews of First Edition: 'If you want to learn to program this is an excellent book (and) if you are responsible for running a course on programming then this is a book that you should consider as a course text... much recommended.' Francis Glassbrow 'A book suitable as a learning text or reference for professional programmers developing large scale applications and as a set teaching text for courses when one is concerned with more than Java programming... Highly recommended.' Brian Brainer, CVU "...provides a thorough curriculum - all in Java - from basic programming and core algorithms to software engineering issues: it will be a useful single reference for anyone wanting to program well.' New Scientist 1998 'The best part of the book is worked examples of medium-scale programs at the end in a case study section.' A reader's Posting on Amazon.Com Cover illustration: Gaugin's 'At the Bottom of the Mountain'. Reproduced with permission from SuperStock.

Design Principles and Patterns

The Database Hacker's Handbook Defending Database

Thinking in Java

Beginning Programming with C++ For Dummies

Structured BASIC Programming

Concurrent Programming in Java

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 third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and emailcontact with the author and the Java Gently team can be found at www.booksites.net Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing.

'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.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Code Complete

Big Practical Guide to Computer Simulations

Concepts Of Programming Languages

The C++ Standard Library

Java Gently

The Bulgarian C# Book

An introduction to computer programming via well-structured BASIC. Assuming no prior knowledge of BASIC, this book presents the fundamentals of programming, then shows, through examples and problems, how algorithmic processes from many fields can be transcribed into computer programs. Emphasis is on use of subroutines, and on collections of external subroutines called libraries, as well as on use of top-down design. Section on programming techniques includes advice on how to design, code, test, and debug large programs. Contains varied applications: text, mathematical, business, games, graphics, and music.

Written to the core practical units of competency from the UEBE11 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 UEBE30811 Certificate III in the Electrotechnology Electrician qualification. Electrical Trade Practices is the practical volume to accompany Phillips, Electrical Principles.

When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

Basic Programming PrinciplesProgrammingPrinciples and Practice Using C++Pearson Education

Programming Pearls

Principles and Practice

Beginning Programming For Dummies

Programming

2nd Edition

Invent Your Own Computer Games With Python

This book gives a through understanding of programming concepts using Visual Basic. Since Visual Basic provides a complete set of visual objects, such as command buttons, labels, text boxes and picture boxes tat can easily be assembled into working graphical user interface and can be integrated into Windows operating system environment. Visual Basic requires familiarity with three elements instead of only one which is common to traditional programming languages such as BASIC, PASCAL and C. These are the new visual objects required in creating GUI, second, the concept of event driven programming, and third, the traditional concept of procedural program code. This book introduces each of these elements with context of sound programming principles and above features. 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.

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.

A Note to Parents and Fellow ProgrammersMy motivation for writing this book comes from a gap I saw in today's literature for kids interested in learning to program. I started programming when I was 9 years old in the BASIC language with a book similar to this one. During the course of writing this, I've realized how a modern language like Python has made programming far easier and versatile for a new generation of programmers. Python has a gentle learning curve while still being a serious language that is used by programmers professionally.The current crop of programming books for kids that I've seen fell into two categories. First, books that did not teach programming so much as "game creation software" or a dumbed-down language to make programming "easy" (to the point that it is no longer programming), or second, they taught programming like a mathematics textbook: all principles and concepts with little application given to the reader. I took a different approach: show the source code for games right from the start and explain programming principles from the examples who is this book for?Programming isn't hard. But it is hard to find learning materials that teach you to do interesting things with programming. Other computer books go over many topics that most newbie coders don't need. This book will teach you how to program your own computer games. You will learn a useful skill and have fun games to show for it! This book is for: -Complete beginners who wants to teach themselves computer programming, even if they have no previous experience programming.-Kids and teenagers who want to learn computer programming by creating games. Kids as young as 9 or 10 years old should be able to follow along.-Adults and teachers who wish to teach others programming.-Anyone, young or old, who wants to learn how to program by learning a professional programming language.

Developing Java Software

Basic Programming Principles

The C++ Programming Language

Programming in Haskell

Accelerated C++: Practical Programming By Example

A Hands-On, Project-Based Introduction to Programming

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

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

The Best-Selling C++ Resource Now Updated For C++11 The C++ standard library provides a set of common classes and interfaces that greatly extend the core C++ language. The library, however, is not self-explanatory. To make full use of its components-and to benefit from their power-you need a resource that does far more than list the classes and their functions. The C++ Standard Library: A Tutorial and Reference, Second Edition, describes this library as now incorporated into the new ANSI/ISO C++ language standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms. The book covers all the new C++11 library components, including Concurrency Fractional arithmetic Clocks and timers Tuples New STL containers New STL algorithms New smart pointers New locale facets Random numbers and distributions Type traits and utilities Regular expressions The book also examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An accompanying Web site, including source code, can be found at www.cppstdlib.com.

This book teaches you all necessary (problem-independent) tools and techniques needed to implement and perform sophisticated scientific numerical simulations. Thus, it is suited for undergraduate and graduate students who want to become experts in computer simulations in Physics, Chemistry, Biology, Engineering, Computer Science and other fields.

Linux System Programming

A Practical Introduction

Electrical Trade Practices 2nd edition

Second Edition

Fundamentals of Computer Programming with C#

Principles and Practice Using C++

A comprehensive and accessible primer, this tutorial immerses engineers and engineering students in the essential technical skills that will allow them to put Matlab® to immediate use. The book covers concepts such as: functions, algebra, geometry, arrays, vectors, matrices, trigonometry, graphs, pre-calculus and calculus. It then delves into the Matlab language, covering syntax rules, notation, operations, computational programming, and general problem solving in the areas of applied mathematics and general physics. This knowledge can be used to explore the basic applications that are detailed in Misza Kalechman's companion volume, Practical Matlab Applications for Engineers (cat no. 47760) .

First published in 2001. Routledge is an imprint of Taylor & Francis, an informa company.

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 fundamentalprinciplesof C++, arming you with the skills and know-how toexpertly use one of the world's most popular programming languages.You'll explore what goes into creating a program, how to put pieces together, learn how to deal with standard programmingchallenges, and much more. Written by the bestselling author of C++ For Dummies,this updated guide explores the basic development concepts andtechniquesof C++ from a beginner's point of view, and helps makense of the how and why of C++ programming from the ground up.Beginning with an introduction to how programming

languagesfunction, the book goes on to explore how to work with integerepressions and character expressions, keep errors out of yourcode, use loops and functions, divide your code into modules, andbecome a functional programmer. Grasp C++ programming like a pro, even if you've never writena 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 onthe companion website If you're a student or first-time programmer looking to masterthe object-oriented programming language, Beginning Programmingwith C++ For Dummies, 2nd Edition has youcovered.

UNIX, LINUX & UNIX T/C/L/T/K. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, gcc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of Linux System Programming gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.

Principles, Practices, and Pitfalls

A Tutorial and Reference

The Publishers' Trade List Annual

Using Java, Scala, Groovy, and JavaScript

Books for Occupational Education Programs

Python Crash Course, 2nd Edition

Software -- Programming Languages

Do you think the programmers who work at your office are magical wizards who hold special powers that manipulate your computer? Believe it or not, anyone can learn how to write programs, and it doesn't take a higher math and science education to start. Beginning Programming for Dummies shows you how computer programming works without all the technical details of hard programming language. It explores the common parts of every computer programming language and how to write for multiple platforms like Windows, Mac OS X, or Linux. This easily accessible guide provides you with the tools you need to: Create programs and divide them into subprograms Develop variables and use constants Manipulate strings and convert them into numbers Use an array as storage space Reuse and rewrite code Isolate data Create a user interface Write programs for the Internet Utilize JavaScript and Java Applets In addition to these essential building blocks, this guide features a companion CD-ROM containing Liberty BASIC compiler and code in several languages. It also provides valuable programming resources and lets you in on cool careers for programmers. With Beginning Programming of Dummies, you can take charge of your computer and begin programming today!

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 a wealth of examples.

Haskell is one of the leading languages for teaching functional programming, enabling students to write simpler and cleaner code, and to learn how to structure and reason about programs. This introduction is ideal for beginners: it requires no previous programming experience and all concepts are explained from first principles via carefully chosen examples. Each chapter includes exercises that range from the straightforward to extended projects, plus suggestions for further reading on more advanced topics. The author is a leading Haskell researcher and instructor, well-known for his teaching skills. The presentation is clear and simple, and benefits from having been refined and class-tested over several years.

The result is a text that can be used with courses, or for self-learning. Features include freely accessible Powerpoint slides for each chapter, solutions to exercises and examination questions (with solutions) available to instructors, and a downloadable code that's fully compliant with the latest Haskell release.

A List for Community Colleges, Technical Institutes and Vocational Schools

Design and Build .NET Applications Using Component-Oriented Programming

Encyclopedia of Mathematics Education

Modern Programming Made Easy

Computer Publishers & Publications

5 Steps to a 5: AP Computer Science Principles, 2nd Edition

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

If you're a web programmer new to Drupal, this book shows you which programming techniques you can use—and which you should avoid—when building custom web applications with this content management framework. 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. The guidelines in this book help you through the transition by demonstrating which programming practices conform to the “Drupal way,” and which don't. If you're familiar with PHP, you'll quickly learn how to take advantage of the powerful Drupal API. Get a complete 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 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 programming tips and tools to help you perfect and debug your applications

MATCHES THE NEW EXAM! Get ready to ace your AP Computer Science Principles exam with this easy-to-follow, multi-platform study guide Teacher-Recommended and Expert-Reviewed The immensely popular test prep guide has been updated and revised with new material to match the latest exam requirements. 5 Steps to a 5: AP Computer Science Principles, 2nd Edition an easy to follow, effective 5-step study plan to help you build the skills, knowledge, and test-taking confidence you need to reach your full potential. The book includes hundreds of practice exercises with thorough answer explanations and sample responses. You'll learn how to master the multiple-choice questions and achieve a higher score on this demanding exam. 5 Steps to a 5: AP Computer Science Principles, 2nd Edition features: • 3 full-length practice exams that reflect the new exam requirements • Comprehensive overview of the AP Computer Science Principles exam format • Description of the extensive changes to the course and details about the new Explore Curricular Requirements • Abundant examples of the new stimulus type questions • Proven strategies on extracting information and confidently answering multiple-choice questions • New Create Performance Task prompts and best response tactics

Practical MATLAB Basics for Engineers

Computer Graphics

Books in Print

Scientific and Technical Books in Print

The C Programming Language

Modern Programming Languages