

Exercise Solutions Object First With Bluej

The book contains solutions to individual exercises included to the "Laboratory Exercises In Astronomy," by Dr. Adrian Kaminski. This book depicts also methods that can be used to elaborate respective exercises. Students are guided through various topics, like constellations, measures in Astronomy, coordinate systems, cosmic objects, characteristics of stars and galaxies, elements of cosmology and others. It's designed for College and High School students as well as first years of University students, where Astronomy is discussed on the introductory and intermediate level. It can be also used by individuals who are interested in practical aspects of Astronomy. The book is available on the following websites and stands for one unit with the first one. <http://www.bookfinder4u.com/searchtitle/LaboratoryExercisesinAstronomy.html> or/and <http://www.bookfinder4u.com/ISBNSearch.aspx?isbn=1490734511&mode=direct> or/and at every seller, like: Bookdepository Abebooks Barnes&Noble BookQuest Textbooks.com Amazon and others on the same site.

Objects First with JavaA Practical Introduction Using BlueJPearson PTR Interactive

Improve your existing C++ competencies quickly and efficiently with this advanced volume Professional C++, 5th Edition raises the bar for advanced programming manuals. Complete with a comprehensive overview of the new capabilities of C++20, each feature of the newly updated programming language is explained in detail and with examples. Case studies that include extensive, working code round out the already impressive educational material found within. Without a doubt, the new 5th Edition of Professional C++ is the leading resource for dedicated and knowledgeable professionals who desire to advance their skills and improve their abilities. This book contains resources to help readers: Maximize the capabilities of C++ with effective design solutions Master little-known elements of the language and learn what to avoid Adopt new workarounds and testing/debugging best practices Utilize real-world program segments in your own applications Notoriously complex and unforgiving, C++ requires its practitioners to remain abreast of the latest developments and advancements. Professional C++, 5th Edition ensures that its readers will do just that.

What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.

Java 5

Archaeology to Delight and Instruct

Laboratory Exercises in Physics for Secondary Schools

A Brain-Friendly Guide

On Love & Psychological Exercises

Advanced R Solutions

This volume is a collection of exercises with their solutions in Design and Analysis of Experiments. At present there is not a single book which collects such exercises. These exercises have been collected by the authors during the last four decades during their student and teaching years. They should prove useful to graduate students and research workers in Statistics. In Chapter 1, theoretical results that are needed for understanding the material in this book, are given. Chapter 2 lists the exercises which have been collected by the authors. The solutions of these problems are given in Chapter 3. Finally an index is provided for quick reference. Grateful appreciation for financial support for Dr. Kabe's research at St. Mary's University is extended to National Research Council of Canada and St. Mary's University Senate Research Committee. For his visit to the Department of Mathematics and Statistics the authors are thankful to the Bowling Green State University.

Now in its third edition, this classic book is widely considered the leading text on Bayesian methods, lauded for its accessible, practical approach to analyzing data and solving research problems. Bayesian Data Analysis, Third Edition continues to take an applied approach to analysis using up-to-date Bayesian methods. The authors—all leaders in the statistics community—introduce basic concepts from a data-analytic perspective before presenting advanced methods. Throughout the text, numerous worked examples drawn from real applications and research emphasize the use of Bayesian inference in practice. New to the Third Edition Four new chapters on nonparametric modeling Coverage of weakly informative priors and boundary-avoiding priors Updated discussion of cross-validation and predictive information criteria Improved convergence monitoring and effective sample size calculations for iterative simulation Presentations of Hamiltonian Monte Carlo, variational Bayes, and expectation propagation New and revised software code The book can be used in three different ways. For undergraduate students, it introduces Bayesian inference starting from first principles. For graduate students, the text presents effective current approaches to Bayesian modeling and computation in statistics and related fields. For researchers, it provides an assortment of Bayesian methods in applied statistics. Additional materials, including data sets used in the examples, solutions to selected

exercises, and software instructions, are available on the book's web page.

Mindfulness offers a path to well-being and tools for coping with life's inevitable hurdles. And though mindfulness may sound exotic, you can cultivate it--and reap its proven benefits--without special training or lots of spare time. Trusted therapist and mindfulness expert Dr. Ronald Siegel shows exactly how in this inviting guide. You'll get effective strategies to use while driving to work, walking the dog, or washing the dishes, plus tips on creating a formal practice routine in as little as 20 minutes a day. Flexible, step-by-step action plans will help you become more focused and efficient in daily life; cope with difficult feelings, such as anger and sadness; deepen your connection to your spouse or partner; feel more rested and less stressed; curb unhealthy habits; find relief from anxiety and depression; and resolve stress-related pain, insomnia, and other physical problems. Free audio downloads of the meditation exercises are available at the author's website: www.mindfulness-solution.com. Start living a more balanced life--today.

This introductory programming textbook integrates BlueJ with Java. It provides a thorough treatment of object-oriented principles.

Objects First with Java

With Some Aphorisms & Other Essays

Experimental Designs: Exercises and Solutions

Beginning ASP.NET 2.0 and Databases

Everyday Practices for Everyday Problems

A Brain Friendly Guide to OOA&D

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOAD software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. In the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor of Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write software every time--software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design will help you analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to communicate clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design comes with a lot of fun to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. John Fox, John Fox, and John Fox guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture view of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. The book is divided into three parts: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, test hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and figures into a single document Presenting a complementary perspective to standard books on algorithms, A Guide to Algorithm Design: Paradigms, Methods, and Complexity Analysis provides a roadmap for readers to understand the difficulty of an algorithmic problem by finding an optimal solution or proving complexity results. It gives a practical treatment of algorithmic complexity and guides readers in solving algorithmic problems. Divided into three parts, the book offers a comprehensive set of problems with solutions as well as in-depth case studies that demonstrate how to assess the complexity of a new algorithm and understand the main design principles and design efficient algorithms. Part II covers polynomial reductions from NP-complete problems and approaches that go beyond NP-completeness. Part III introduces readers with tools and techniques to evaluate problem complexity, including how to determine which instances are polynomial and which are NP-hard. Drawing on the authors' classroom experience, this text takes readers step by step through the concepts and methods for analyzing algorithmic complexity. Through many problems and detailed examples, readers can investigate algorithmic complexity, NP-completeness and beyond.

This book gets readers up to speed on the technology necessary to write servlets and JSPs, what makes the Container tick, how to use the new JSP Expression Language (EL), how to use EL descriptors, and even how to use some server-side design patterns.

Laboratory Exercises in Astronomy

Eloquent JavaScript

Theory and Practice

R for Data Science

Active Learning in the University Classroom

Head First Java

Head First C# is a complete learning experience for object-oriented programming, C#, and the Visual Studio IDE. Built for your brain, this book covers C# 3.0 and Visual Studio 2008, and teaches everything from language fundamentals to advanced topics including garbage collection, extension methods, and double-buffered animation. You'll also master C#'s hottest and newest syntax, LINQ, for querying SQL databases, .NET collections, and XML documents. By the time you're through, you'll be a proficient C# programmer, designing and coding large-scale applications. Every few chapters you will come across a lab that lets you apply what you've learned up to that point. Each lab is designed to simulate a professional programming task, increasing in complexity until-at last-you build a working Invaders game, complete with shooting ships, aliens descending while firing, and an animated death sequence for unlucky starfighters. This remarkably engaging book will have you going from zero to 60 with C# in no time flat.

This book offers solutions to all 284 exercises in Advanced R, Second Edition. All the solutions have been carefully documented and made to be as clear and accessible as possible. Working through the exercises and their solutions will give you a deeper understanding of a variety of programming challenges, many of which are relevant to everyday work. This will expand your set of tools on a technical and conceptual level. You will be able to transfer many of the specific programming schemes directly and will discover far more elegant solutions to everyday problems. Features: When R creates copies, and how it affects memory usage and code performance Everything you could ever want to know about functions The differences between calling and exiting handlers How to employ functional programming to solve modular tasks The motivation, mechanics, usage, and limitations of R's highly pragmatic S3 OO system The R6 OO system, which is more like OO programming in other languages The rules that R uses to parse and evaluate expressions How to use metaprogramming to generate HTML or LaTeX with elegant R code How to identify and resolve performance bottlenecks INVITATION TO COMPUTER SCIENCE is a well-respected text that provides an overview of the computer science field. Using a flexible, non-language specific model, INVITATION TO COMPUTER SCIENCE offers a solid foundation for the first course in a Computer Science curriculum. INVITATION TO COMPUTER SCIENCE, 6TH EDITION maintains its bestselling, algorithm-driven approach and includes expanded chapter exercises and practice problems, new material on topics such as multicore and parallel systems, cloud computing, wireless communications, embedded computing, agile software development, emerging programming languages (Go and F#), and new models of e-commerce, as well as boxes dedicated to current issues throughout. Online language modules are available in C++, Java, Python, C#, and Ada, allowing the option of incorporating a programming language to expand concepts from the text. INVITATION TO COMPUTER SCIENCE offers an optional CourseMate with study tools such as flashcards, quizzing, and games. CourseMate Activities speak to and engage students while developing abstract thinking and problem solving skills. Also available with INVITATION TO COMPUTER SCIENCE, an optional online Lab Manual containing 20 laboratory projects that map directly to the main text. The Lab Manual and accompanying software provide both visual and hands-on activities, allowing students to experience the fundamentals of computer science. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

/* 0-13-044929-6, 4492J-5, Barnes, Kolling, OBJECTS FIRST WITH JAVA */ BlueJ is a Java development environment that runs on top of the Sun Microsystems Java Development Kit making use of the standard compiler and virtual machine. It allows readers to create objects of any class and interact with their methods. For the first time, the traditionally difficult concepts of objects and classes are brought alive in an easily manipulable visual form. This truly "objects first" approach within the customized BlueJ environment will revolutionize the way programming is learned. The book includes a copy of BlueJ. Takes a project driven approach to problem solving—the book is structured along the lines of fundamental development tasks—providing readers with clear coverage of the principles of object-oriented programming. Programmers and non-programmers who want to learn Java with a state of the art approach and user-friendly programming environment.

Head First JavaScript Programming

Autodesk AutoCAD 2011 Fundamentals

Learning Processing

Head First Git

Introduction to Probability

A Practical Introduction Using BlueJ

Contains two great works by Orage that are invaluable resources for students on the path of self-development. Students of Gurdjieff and Ouspensky will enjoy this sp includes "Talks with Katherine Mansfield at Fontainebleau" and aphorisms given to Orage's pupils who were taught Gurdjieff's methods and system from 1924 to 1930 presents over 200 exercises to increase the flexibility and scope of the mind.

This proceeding discuss the latest solutions, scientific findings and methods for solving intriguing problems in the fields of data mining, computational intelligence, big c computing. This gathers outstanding papers from the fifth International Conference on "Computational Intelligence in Data Mining" (ICCIDM), and offer a "sneak preview weaknesses of trending applications, together with exciting advances in computational intelligence, data mining, and related fields.

The authors introduce this new approach to programming language design, describe its evolution and design principles, and present a formal specification of a metaobj CLOS metaobject protocol is an elegant, high-performance extension to the CommonLisp Object System. The authors, who developed the metaobject protocol and who developed CLOS, introduce this new approach to programming language design, describe its evolution and design principles, and present a formal specification of a met CLOS. Kiczales, des Rivières, and Bobrow show that the "art of metaobject protocol design" lies in creating a synthetic combination of object-oriented and reflective te applied under existing software engineering considerations to yield a new approach to programming language design that meets a broad set of design criteria. One of t including the metaobject protocol in programming languages is that it allows users to adjust the language to better suit their needs. Metaobject protocols also disprov flexibility to a programming language reduces its performance. In presenting the principles of metaobject protocols, the authors work with actual code for a simplified and its metaobject protocol, providing an opportunity for the reader to gain hands-on experience with the design process. They also include a number of exercises that and open issues. Gregor Kiczales and Jim des Rivières, are Members of the Research Staff, and Daniel Bobrow is a Research Fellow, in the System Sciences Laboratory a

Research Center.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and shows you how to use it in a way that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to get started. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: –Understand the essential elements of programming and data –Use object-oriented and functional programming techniques to organize and clarify your programs –Script the browser and make basic Web applications –Work with regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be speaking the language of the Web.

A Modern Introduction to Programming

Proceedings of the International Conference on ICCIDM 2018

Information Systems Development

Reflections, Challenges and New Directions

Passing the Sun Certified Web Component Developer Exam

The Mindfulness Solution

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Beginning Algorithms A good understanding of algorithms, and the knowledge of when to apply them, is crucial to producing software that not only works correctly, but also performs efficiently. This is the only book to impart all this essential information—from the basics of algorithms, data structures, and performance characteristics to the specific algorithms used in development and programming tasks. Packed with detailed explanations and instructive examples, the book begins by offering you some fundamental data structures and then goes on to explain various sorting algorithms. You'll then learn efficient practices for storing and searching by way of hashing, trees, sets, and maps. The authors also share tips on optimization techniques and ways to avoid common performance pitfalls. In the end, you'll be prepared to build the algorithms and data structures most commonly encountered in day-to-day software development. What you will learn from this book The basics of algorithms, such as iteration and recursion Elementary data structures such as lists, stacks, and queues Basic and advanced sorting algorithms including insertion sort, quicksort, and shell sort Advanced data structures such as binary trees, ternary trees, and heaps Algorithms for string searching, string matching, hashing, and computational geometry How to use test-driven development techniques to ensure your code works as intended How to dramatically improve the performance of your code with hands-on techniques for profiling and optimization Who this book is for This book is for anyone who develops applications, or is just beginning to do so, and is looking to understand algorithms and data structures. An understanding of computer programming is beneficial. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

This book presents novel and interesting ways of teaching archaeological concepts and processes to college and university students. Seeking alternatives to the formal lecture format, the various contributions seek better ways of communicating the complexities of human behavior and of engaging students in active learning about the past. This collection of imaginative exercises designed by 20 master instructors on three continents includes role-playing, games, simulations, activities, and performance, all designed to teach archaeological concepts in interesting and engaging ways.

These editions of AutoCAD and its Applications provide instruction for mastering AutoCAD R14 commands and drawing and dimensioning techniques! Like the Release 14 editions, the AutoCAD 2000 title offers a Basics and Advanced edition. This allows for manageable texts in both size and content, as well as flexibility to meet the needs of various course structures. Content of the Basics edition provides comprehensive coverage of introductory and two-dimensional AutoCAD drafting, while the Advanced edition covers three-dimensional and other advanced functions. Both texts cover topics in an easy-to-understand sequence, and progress in a manner that allows students to become comfortable with AutoCAD. In-depth discussions of every major new and existing AutoCAD feature, command, and option are provided. Hundreds of exercises, questions, and drawing problems assist learning. No AutoCAD book surpasses the depth of coverage provided by this outstanding title! -- Command initiation methods appear in the text margin next to command introduction. -- Professional Tips explain how to use AutoCAD efficiently. -- Fold-out cover illustrates AutoCAD command buttons and screen and pull-down menu trees. -- Topics keyed to AutoCAD User Guide. -- Drawing Problems and Exercises offer application to several disciplines, clearly identified by an icon. -- Chapter Tests allow review of important commands and concepts.

EXERCISES IN THE LABORATORY PHYSICS FOR SECONDARY SCHOOLS

Head First C#

Paradigms, Methods, and Complexity Analysis

First Lessons in Numbers, in the Natural Order : First, Visible Objects; Second, Concrete Numbers; Third, Abstract Numbers

Head First Design Patterns

Beginning Algorithms

Autodesk AutoCAD 2011 Fundamentals is designed to be used during instructor led training in a eight week course. It is an introductory level textbook intended for new AutoCAD 2011 users. This book covers all the fundamental skills necessary for effectively using AutoCAD and will provide a strong foundation for advancement. This textbook applies the use of AutoCAD as it pertains to mechanical drafting. Knowing how to draw a line in AutoCAD is not the same as understanding which line type is required when creating technical drawings. This text not only provides the necessary information to operate AutoCAD 2011 but also provides the skills to use AutoCAD as a tool to work proficiently as a mechanical drafter or designer.

Category theory reveals commonalities between structures of all sorts. This book shows its potential in science, engineering, and beyond.

This book presents a true language acquisition curriculum for the Nobiin language, an endangered Nile-Nubian language spoken in South Egypt and North Sudan. The book is part of a series for Nobiin language acquisition called "Nobiinga-Kullan." This elementary book introduces the orthography for writing Nobiin, basic description for phonology and phonetics, basic grammar lessons, and the basic vocabulary needed for communications. This book is also designed to present a standardized form of Nobiin grammar for easy learnability purposes. In addition, this book is accompanied by audio recordings that provide the needed listening practices. The main goal is to create a systematic method that helps language learners develop the four skills: writing, reading, speaking, and listening. In addition, I present this book to linguists and other scholars in Nubian studies.

Information Systems Development: Reflections, Challenges and New Directions, is the collected proceedings of the 20th International Conference on Information Systems Development held in Edinburgh, Scotland, August 24 - 26, 2011. It follows in the tradition of previous conferences in the series in exploring the connections between industry, research and education. These proceedings represent ongoing reflections within the academic community on established information systems topics and emerging concepts, approaches and ideas. It is hoped that the papers herein contribute towards disseminating research and improving practice

A Beginner's Guide to Programming Images, Animation, and Interaction

Objects First

Head First Object-Oriented Analysis and Design

Invitation to Computer Science

An Invitation to Applied Category Theory

Nobiinga Kullan book(1), Beginners' level

Diagramming and process are important topics in today's software development world, as the UML diagramming language has come to be almost universally accepted. Yet process is necessary; by themselves, diagrams are of little use. Use Case Driven Object Modeling with UML - Theory and Practice combines the notation of UML with a lightweight but effective process - the ICONIX process - for designing and developing software systems. ICONIX has developed a growing following over the years. Sitting between the free-for-all of Extreme Programming and overly rigid processes such as RUP, ICONIX offers just enough structure to be successful.

True To Its Name, Java 5: Objects First Presents Object-Oriented Concepts Right From The Start. The Text Places Significant Emphasis On Patterns, Their Associated Solutions, And How To Recognize And Modify Them. Its Conversational, User-Friendly Style And Numerous Programming Exercises Aid Students In Their Comprehension And Retention Of The Material Presented. Additional Resources, Including Instructor's Powerpoint Lecture Slides, Solutions To All Exercises, And Student Lecture Companion, Are Also Available.

What will you learn from this book? Many people who use Git rely on "recipes"--copying and pasting commands they find on the internet without really understanding how Git actually works. But what do you do if you find yourself in a tight spot? You can't simply wing it. With this unique hands-on guide, you'll learn the ways of Git and have fun while doing it. Raju Gandhi peels back the layers to reveal the simple yet powerful engine that powers Git, so you'll understand not just the how but the why. You'll master branches, merges, commit messages, search, utilities, and more; learn best practices for collaborative work; and unlock the full potential of Git. What's so special about this book? If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. With this book, you'll learn Git through a multisensory experience that engages your mind rather than a text-heavy approach that puts you to sleep.

An interactive guide to the fundamentals of the Java programming language utilizes icons, cartoons, and numerous other visual aids to introduce the features and functions of Java and to teach the principles of designing and writing Java programs. Original. (Beginner)

Seven Sketches in Compositionality

Computational Intelligence in Data Mining

Bayesian Data Analysis, Third Edition

Use Case Driven Object Modeling with UML Theory and Practice

Professional C++

Developed from celebrated Harvard statistics lectures, Introduction to Probability provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes

to Google PageRank and Markov chain Monte Carlo (MCMC). Additional Combining both VB.Net and C# coverage in one book, this guide focuses on using ASP.NET 2.0 for solving business dynamic Web site challenges in a logical progression, from connecting to a database to displaying information to changing data Covers the fundamentals of connecting Web pages to databases, techniques for creating data objects and events, and ways to handle data errors Features tricks and traps for displaying data in grids, lists, and trees Goes beyond the usual basic techniques to discuss the best practices and pitfalls that can occur in real-world scenarios with SQL Server, Oracle, MySQL, Access, and the new SQL Server Express Edition

What will you learn from this book? You know you don't want to reinvent the wheel, so you look to Design Patterns: the lessons learned by those who've faced the same software design problems. With Design Patterns, you get to take advantage of the best practices and experience of others so you can spend your time on something more challenging. Something more fun. This book shows you the patterns that matter, when to use them and why, how to apply them to your own designs, and the object-oriented design principles on which they're based. Join hundreds of thousands of developers who've improved their object-oriented design skills through Head First Design Patterns. What's so special about this book? If you've read a Head First book, you know what to expect: a visually rich format designed for the way your brain works. With Head First Design Patterns, 2E you'll learn design principles and patterns in a way that won't put you to sleep, so you can get out there to solve software design problems and speak the language of patterns with others on your team.

Head First Servlets and JSP

AutoCAD and Its Applications

A Guide to Algorithm Design

A Manual of Physiology with Practical Exercises

Import, Tidy, Transform, Visualize, and Model Data

The Art of the Metaobject Protocol