

Principles Of Programming Languages Google Sites

You're about to lay your hands on my most proudly computer programming fundamental course. This is where to begin if you've never written a line of code in your life or even if you have, and want to review the basics. No matter what programming language you're most interested in, even if you're not completely sure about that, this course will make learning that language easier. We'll do this by starting with the most fundamental critical questions: How do you actually write a computer program and get the computer to understand it? We'll jump into the syntax, the rules of programming languages and see many different examples to get the big picture of how we need to think about data and control the way our programs flow. We'll even cover complex topics like recursion and data types. We will finish by exploring things that make real world programming easier, from libraries and frameworks to SDKs and APIs. But you won't find a lot of bullet points in this book. This is a highly visual course, and by the end of it, you'll understand much more about the process of programming and how to move forward with writing any kind of application. But unlike most courses, this one does not require prior knowledge of any one programming language, operating system or application. There is nothing to download, nothing to install. So just give me your attention as you go through the course. Finally, you will know how to choose the right programming language for YOU. There are so many Programming languages out there these days but in this book I show you how to choose the language that meets your specific needs, so that you can save time and energy. With my honest advice, you can not make a wrong choice.

Learn all the Java and Android skills you need to start making powerful mobile applications About This Book Kick-start your Android programming career, or just have fun publishing apps to the Google Play marketplace A first-principles introduction to Java, via Android, which means you'll be able to start building your own applications from scratch Learn by example and build three real-world apps and over 40 mini apps throughout the book Who This Book Is For Are you trying to start a career in programming, but haven't found the right way in? Do you have a great idea for an app, but don't know how to make it a reality? Or maybe you're just frustrated that "to learn Android, you must know java." If so, Android Programming for Beginners is for you. You don't need any programming experience to follow along with this book, just a computer and a sense of adventure. What You Will Learn Master the fundamentals of coding Java for Android Install and set up your Android development environment Build functional user interfaces with the Android Studio visual designer Add user interaction, data captures, sound, and animation to your apps Manage your apps' data using the built-in Android SQLite database Find out about the design patterns used by professionals to make top-grade applications Build, deploy, and publish real Android applications to the Google Play marketplace In Detail Android is the most popular OS in the world. There are millions of devices accessing tens of thousands of applications. It is many people's entry point into the world of technology; it is an operating system for everyone. Despite this, the entry-fee to actually make Android applications is usually a computer science degree, or five years' worth of Java experience. Android Programming for Beginners will be your companion to create Android applications from scratch—whether you're looking to start your programming career, make an application for work, be reintroduced to mobile development, or are just looking to program for fun. We will introduce you to all the fundamental concepts of programming in an Android context, from the Java basics to working with the Android API. All examples are created from within Android Studio, the official Android development environment that helps supercharge your application development process. After this crash-course, we'll dive deeper into Android programming and you'll learn how to create applications with a professional-standard UI

through fragments, make location-aware apps with Google Maps integration, and store your user's data with SQLite. In addition, you'll see how to make your apps multilingual, capture images from a device's camera, and work with graphics, sound, and animations too. By the end of this book, you'll be ready to start building your own custom applications in Android and Java. Style and approach With more than 40 mini apps to code and run, *Android Programming for Beginners* is a hands-on guide to learning Android and Java. Each example application demonstrates a different aspect of Android programming. Alongside these mini apps, we push your abilities by building three larger applications to demonstrate Android application development in context.

This book is written from the point of view that the best way to study and understand programming languages is to focus on a few essential concepts. The book includes such topics as variables, expressions, statements, typing, scope, procedures, data types, exception handling and concurrency. By understanding what these concepts are and how they are realized in different programming languages, the reader arrives at a level of comprehension far greater than can be achieved by writing programs in various languages. Moreover, knowledge of these concepts provides a framework for understanding future language designs.--

Google App Engine makes it easy to create a web application that can serve millions of people as easily as serving hundreds, with minimal up-front investment. With *Programming Google App Engine*, Google engineer Dan Sanderson provides practical guidance for designing and developing your application on Google's vast infrastructure, using App Engine's scalable services and simple development model. Through clear and concise instructions, you'll learn how to get the most out of App Engine's nearly unlimited computing power. This second edition is fully updated and expanded to cover Python 2.7 and Java 6 support, multithreading, asynchronous service APIs, and the use of frameworks such as Django 1.3 and webapp2. Understand how App Engine handles web requests and executes application code Learn about new datastore features for queries and indexes, transactions, and data modeling Create, manipulate, and serve large data files with the Blobstore Use task queues to parallelize and distribute computation across the infrastructure Employ scalable services for email, instant messaging, and communicating with web services Track resource consumption, and optimize your application for speed and cost effectiveness
24th European Symposium on Programming, ESOP 2015, Held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2015, London, UK, April 11-18, 2015, Proceedings

Principles of Information Systems

Max Kanat-Alexander on simplicity, coding, and how to suck less as a programmer

19th European Symposium on Programming, ESOP 2010, Held as Part of the Joint European Conferences on Theory and Practice of Software, ETAPS 2010, Paphos, Cyprus, March 20-28, 2010. Proceedings

Web Designer's Guide to Google Glass

A textbook that uses a hands-on approach to teach principles of programming languages, with Java as the implementation language. This introductory textbook uses a hands-on approach to teach the principles of programming languages. Using Java as the implementation language, Rajan covers a range of emerging topics, including concurrency, Big Data, and event-driven programming. Students will learn to design, implement, analyze, and understand both domain-specific and general-purpose programming languages. •

Develops basic concepts in languages, including means of computation, means of combination, and means of abstraction. • Examines imperative features such as references, concurrency features such as fork, and

reactive features such as event handling. • Covers language features that express differing perspectives of thinking about computation, including those of logic programming and flow-based programming. • Presumes Java programming experience and understanding of object-oriented classes, inheritance, polymorphism, and static classes. • Each chapter corresponds with a working implementation of a small programming language allowing students to follow along.

The F programming language is a dramatic new development in scientific programming. Building on the well-established strengths of the Fortran family of languages, it is carefully crafted to be both safe and regular, whilst retaining the enormously powerful numerical capabilities of its parent language, Fortran 90, as well as its data abstraction capability. Thus, an array language becomes available as part of a medium-size, widely-available language for the first time. In this respect, the language is clearly superior to older ones such as Pascal, C, and Basic. The book begins with an introductory chapter, then describes, in turn, the features of the language: language elements, expressions and assignments, control constructs, program units and procedures, array features, intrinsic procedures, and the input/output facilities. It is completed by six appendices, including the difference between F and Fortran 90, and solutions to most of the exercises. In the absence of a formal standard for F, this book is the defining document for the language, setting out the complete syntax and semantics of the language in a readable but thorough way. It is essential reading for users of F.

Principles of Programming Languages Springer Science & Business Media

This book constitutes the proceedings of the 24th European Symposium on Programming, ESOP 2015, which took place in London, UK, in April 2015, held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2015. The 33 papers presented in this volume were carefully reviewed and selected from 113 submissions.

The C++ Programm Lang_p4

Android Programming for Beginners

Programming Languages: Principles and Paradigms

Concepts of Programming Languages

Programming Languages: Implementations, Logics, and Programs

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages

from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

This book constitutes the proceedings of the 17th Asian Symposium on Programming Languages and Systems, APLAS 2019, held in Nusa Dua, Bali, Indonesia, in December 2019. The 22 papers presented in this volume were carefully reviewed and selected from 50 submissions. They were organized in topical sections named: Invited Papers, Types, Program Analysis, Semantics, Language Design and Implementation, Concurrency, Verification, and Logic and Automata.

This book constitutes the refereed proceedings of the 15th European Symposium on Programming, ESOP 2006, held in Vienna, Austria in March 2006 as part of ETAPS. The 21 revised full papers presented together with 2 invited talks were carefully reviewed and selected from 87 submissions. The papers address fundamental issues in the specification, analysis, and implementation of programming languages and systems; they are organized in topical sections on types for implementations, proof and types, verification and reasoning, security and distribution, analysis and verification, and connecting to the world.

This book constitutes the refereed proceedings of the Eighth International Symposium on Programming Languages, Implementations, Logics, and Programs, PLILP '96, held in conjunction with ALP and SAS in Aachen, Germany, in September 1996. The 30 revised full papers presented in the volume were selected from a total of 97 submissions; also included are one invited contribution by Lambert Meierlens and five posters and demonstrations. The papers are organized in topical sections on typing and structuring systems, program analysis, program transformation, implementation issues, concurrent and parallel programming, tools and programming environments, lambda-calculus and rewriting, constraints, and deductive database languages.

Programming

19th Brazilian Symposium SBLP 2015, Belo Horizonte, Brazil, September 24-25, 2015, Proceedings

Programming Languages and Systems

The F Programming Language

Programming Languages: Concepts and Implementation

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.

This open access book constitutes the proceedings of the 31st European Symposium on Programming, ESOP 2022, which was held during April 5-7, 2022, in Munich, Germany, as part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2022. The 21 regular papers presented in this volume were carefully reviewed and selected from 64 submissions. They deal with fundamental issues in the specification, design, analysis, and implementation of programming languages and systems.

This book constitutes the proceedings of the 19th Brazilian Symposium on Programming Languages, SBLP 2015, held in Belo Horizonte, Brazil, in September 2015. The 10 papers presented in this volume were carefully reviewed and selected from 26 submissions. They deal with fundamental principles and innovations in the design and

implementation of programming languages and systems.

Computer code operates behind nearly everything we do - from small calculations in the home to complex executions that drive the global economy. It influences who we see, follow, and like online and describes the websites we visit, the connections between them, the sounds heard on Spotify and videos watched on YouTube. There is very little we do which hasn't, in some way, been codified, analysed, and computed electronically, yet few of us possess a basic understanding of that ultimate language barrier. That's a shame, because coding is the key to so much. Simple programming concepts can explain plenty about the modern world and the changes to come in the age of AI. From algorithms and scripts to block-chain, bits and bots, turn to 30-Second Coding to reveal the secrets behind this fascinating subject.

The Go Programming Language

15th European Symposium on Programming, ESOP 2006, Held as Part of the Joint European

ECOOP 2010 -- Object-Oriented Programming

Principles and Practice Using C++

The C++ Programming Language

By introducing the principles of programming languages, using the Java language as a support, Gilles Dowek provides the necessary fundamentals of this language as a first objective. It is important to realise that knowledge of a single programming language is not really enough. To be a good programmer, you should be familiar with several languages and be able to learn new ones. In order to do this, you'll need to understand universal concepts, such as functions or cells, which exist in one form or another in all programming languages. The most effective way to understand these universal concepts is to compare two or more languages. In this book, the author has chosen Caml and C. To understand the principles of programming languages, it is also important to learn how to precisely define the meaning of a program, and tools for doing so are discussed. Finally, there is coverage of basic algorithms for lists and trees. Written for students, this book presents what all scientists and engineers should know about programming languages. Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme,

and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The earth, viewed through the window of an airplane, shows a regularity and repetition of features, for example, hills, valleys, rivers, lakes, and forests. Nevertheless, there is great local variation; Vermont does not look like Utah. Similarly, if we rise above the details of a few programming languages, we can discern features that are common to many languages. This is the programming language landscape; the main features include variables, types, control structures, and input/output. Again, there is local variation; Pascal does not look like Basic. This work is a broad and comprehensive discussion of the principal features of the major programming languages. A Study of Concepts The text surveys the landscape of programming languages and its features. Each chapter concentrates on a single language concept. A simple model of the feature, expressed as a mini-language, is presented. This allows us to study an issue in depth and relative isolation. Each chapter concludes with a discussion of the way in which the concept is incorporated into some well-known languages. This permits a reasonably complete coverage of language issues.

This book constitutes the refereed proceedings of the 26th European Conference on Object-Oriented Programming, ECOOP 2012, held in Beijing, China, in June 2012. The 27 revised full papers presented together with two keynote lectures were carefully reviewed and selected from a total of 140 submissions. The papers are organized in topical sections on extensibility, language evaluation, ownership and initialisation, language features, special-purpose analyses, javascript, hardcore theory, modularity, updates and interference, general-purpose analyses.

31st European Symposium on Programming, ESOP 2022, Held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2022, Munich, Germany, April 2–7,

2022, Proceedings

EC00P 2012 -- Object-Oriented Programming

Concepts and Constructs

24th European Conference, Maribor, Slovenia, June 21-25, 2010, Proceedings

Principles of Concurrent and Distributed Programming

1 Programming languages syntax and semantics 2 Structuring the data computation and program 3 Structuring of program
4 Java as object oriented programming language 5 Inheritance polymorphism encapsulation using java 6 Exception handling in
java

Programming Languages: Concepts and Implementation teaches language concepts from two complementary perspectives: implementation and paradigms. It covers the implementation of concepts through the incremental construction of a progressive series of interpreters in Python, and Racket Scheme, for purposes of its combined simplicity and power, and assessing the differences in the resulting languages. 1. Hands-on, implementation-oriented approach. 2. Numerous conceptual and programming exercises. 3. Interpreter-based projects in Python and Racket Scheme. 4. All interpreter code (and solutions) in Python (and Racket) are provided as a Git repository in BitBucket. 5. New concurrency models (Communicating Sequential Processes (CSP), and Actor Model of Concurrency).

This hands-on guide to optimizing web sites for Google Glass will show you how to take advantage of the latest advancements of this tiny screen, including watching videos and viewing forms. You'll also take a look at the Mirror API and building web-based native apps for Google Glass, and get insightful tips from an expert designer on avoiding web design pitfalls.

The new C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, has reorganized, extended, and completely rewritten his definitive reference and tutorial for programmers who want to use C++ most effectively. *The C++ Programming Language, Fourth Edition*, delivers meticulous, richly explained, and integrated coverage of the entire language—its facilities, abstraction mechanisms, standard libraries, and key design techniques. Throughout, Stroustrup presents concise, “pure C++11” examples, which have been carefully crafted to clarify both usage and program design. To promote deeper understanding, the author provides extensive cross-references, both within the book and to the ISO standard. New C++11 coverage includes Support for concurrency Regular expressions, resource management pointers, random numbers, and improved containers General and uniform initialization, simplified for-statements, move semantics, and Unicode support Lambdas, general constant expressions, control over class defaults, variadic templates, template aliases, and user-defined literals Compatibility issues Topics addressed in this comprehensive book include Basic facilities: type, object, scope, storage, computation fundamentals, and more Modularity, as supported by namespaces, source files, and exception handling C++ abstraction, including classes, class hierarchies, and templates in support of a synthesis of traditional programming, object-

oriented programming, and generic programming Standard Library: containers, algorithms, iterators, utilities, strings, stream I/O, locales, numerics, and more The C++ basic memory model, in depth This fourth edition makes C++11 thoroughly accessible to programmers moving from C++98 or other languages, while introducing insights and techniques that even cutting-edge C++11 programmers will find indispensable. This book features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—noticeable by a small space inside the spine—also increases durability.

The World of Programming Languages

The Principles and Concepts of Programming Languages and the Best One for You to Learn

26th European Conference, Beijing, China, June 11-16, 2012, Proceedings

Understanding Software

Computer Programming Fundamentals

For courses in computer programming. Evaluating the Fundamentals of Computer Programming Languages Concepts of Computer Programming Languages introduces students to the fundamental concepts of computer programming languages and provides them with the tools necessary to evaluate contemporary and future languages. An in-depth discussion of programming language structures, such as syntax and lexical and syntactic analysis, also prepares readers to study compiler design. The Eleventh Edition maintains an up-to-date discussion on the topic with the removal of outdated languages such as Ada and Fortran. The addition of relevant new topics and examples such as reflection and exception handling in Python and Ruby add to the currency of the text. Through a critical analysis of design issues of various program languages, Concepts of Computer Programming Languages teaches programmers the essential differences between computing with specific languages.

This book has been revised to provide coverage of the major programming paradigms.

This book constitutes the refereed proceedings of the 19th European Symposium on Programming, ESOP 2010, held in Paphos, Cyprus, in March 2010, as part of ETAPS 2010, the European Joint Conferences on Theory and Practice of Software. The 30 revised full papers, presented together with two invited talks (one abstract and one full), were carefully reviewed and selected from 121 full paper submissions. The topics addressed include programming paradigms and styles, methods and tools to write and specify programs and languages, methods and tools for reasoning about programs, methods and tools for implementation, and concurrency and distribution.

Software legend Max Kanat-Alexander shows you how to succeed as a developer by embracing

simplicity, with forty-three essays that will help you really understand the software you work with. About This Book Read and enjoy the superlative writing and insights of the legendary Max Kanat-Alexander Learn and reflect with Max on how to bring simplicity to your software design principles Discover the secrets of rockstar programmers and how to also just suck less as a programmer Who This Book Is For Understanding Software is for every programmer, or anyone who works with programmers. If life is feeling more complex than it should be, and you need to touch base with some clear thinking again, this book is for you. If you need some inspiration and a reminder of how to approach your work as a programmer by embracing some simplicity in your work again, this book is for you. If you're one of Max's followers already, this book is a collection of Max's thoughts selected and curated for you to enjoy and reflect on. If you're new to Max's work, and ready to connect with the power of simplicity again, this book is for you! What You Will Learn See how to bring simplicity and success to your programming world Clues to complexity - and how to build excellent software Simplicity and software design Principles for programmers The secrets of rockstar programmers Max's views and interpretation of the Software industry Why Programmers suck and how to suck less as a programmer Software design in two sentences What is a bug? Go deep into debugging In Detail In Understanding Software, Max Kanat-Alexander, Technical Lead for Code Health at Google, shows you how to bring simplicity back to computer programming. Max explains to you why programmers suck, and how to suck less as a programmer. There's just too much complex stuff in the world. Complex stuff can't be used, and it breaks too easily. Complexity is stupid. Simplicity is smart. Understanding Software covers many areas of programming, from how to write simple code to profound insights into programming, and then how to suck less at what you do! You'll discover the problems with software complexity, the root of its causes, and how to use simplicity to create great software. You'll examine debugging like you've never done before, and how to get a handle on being happy while working in teams. Max brings a selection of carefully crafted essays, thoughts, and advice about working and succeeding in the software industry, from his legendary blog Code Simplicity. Max has crafted forty-three essays which have the power to help you avoid complexity and embrace simplicity, so you can be a happier and more successful developer. Max's technical knowledge, insight, and kindness, has earned him code guru status, and his ideas will inspire you and help refresh your approach to the challenges of being a developer. Style and approach Understanding Software is a new selection of carefully chosen and crafted essays from Max Kanat-Alexander's legendary blog

call Code Simplicity. Max's writing and thoughts are great to sit and read cover to cover, or if you prefer you can drop in and see what you discover new every single time!

8th International Symposium, PLILP '96, Aachen, Germany, September 24 - 27, 1996. Proceedings Programming Google App Engine

Beginning Programming All-in-One For Dummies

Essays Dedicated to Pierpaolo Degano on the Occasion of His 65th Birthday

Principles of Concurrent and Distributed Programming provides an introduction to concurrent programming focusing on general principles and not on specific systems. Software today is inherently concurrent or distributed - from event-based GUI designs to operating and real-time systems to Internet applications. This edition is an introduction to concurrency and examines the growing importance of concurrency constructs embedded in programming languages and of formal methods such as model checking.

Let there be code! Beginning Programming All-in-One For Dummies offers one guide packed with 7 books to teach you programming across multiple languages. Coding can seem complex and convoluted, but Dummies makes it simple and easy to understand. You'll learn all about the principles of programming, algorithms, data structures, debugging programs, unique applications of programming and more while learning about some of the most popular programming languages used today. Move confidently forward in your computer science coursework or straight into the workforce. You'll come away with a rock-solid foundation in the programming basics, using data, coding for the web, and building killer apps. Learn the basics of coding, including writing and compiling code, using algorithms, and data structures Get comfortable with the syntax of several different programming languages Wrap your mind around interesting programming opportunities such as conducting biological experiments within a computer or programming a video game engine Develop cross-platform applications for desktop and mobile devices This essential guide takes the complexity and convolution out of programming for beginners and arms you with the knowledge you need to follow where the code takes you.

Annotation This book constitutes the refereed proceedings of the 24th European Conference on Object-Oriented Programming, ECOOP 2010, held in Maribor, Slovenia, in June 2010. The 24 revised full papers, presented together with one extended abstract were carefully reviewed and selected from a total of 108 submissions. The papers cover topics such as programming environments and tools, theoretical foundations of programming languages, formal methods, concurrency models in Java, empirical methods, type systems, language design and implementation, concurrency abstractions and experiences.

This book constitutes the proceedings of the 28th European Conference on Object-Oriented Programming, ECOOP 2014, held in Uppsala, Sweden, in July/August 2014. The 27 papers presented in this volume were carefully reviewed and selected from 101

submissions. They are organized in topical sections named: analysis; design; concurrency; types; implementation; refactoring; JavaScript, PHP and frameworks; and parallelism.

Principles of Programming Languages

ECOOP 2014 -- Object-Oriented Programming

Foundations of Programming Languages

An Experiential Introduction to Principles of Programming Languages

30-Second Coding

This Festschrift volume is published in honor of Pierpaolo Degano on the occasion of his 65th birthday and is the outcome of a colloquium held in Pisa, Italy, in June 2015. Pierpaolo Degano has worked on a large variety of topics including formal program semantics, concurrency theory, systems biology and security. The volume contains 22 refereed papers and one extended abstract, including personal memoirs and regular research papers by close collaborators and friends and a laudatio illustrating his distinguished career and his main scientific contributions. The papers deal with the main research topics explored by Pierpaolo Degano and those still under his investigation.

Develop an understanding of the core principles of information systems (IS) and how these principles make a difference in today's business environment with Stair/Reynolds' PRINCIPLES OF INFORMATION SYSTEMS, 14E. Completely reorganized for clarity and focus, this fresh new edition provides engaging new chapter opening cases and a new chapter on AI and automation. You explore the challenges and risks of cybercrime, hacking, internet of things, and artificial intelligence as you examine the latest IS research and learn from memorable examples. You can even maximize your employability as you learn how to use IS to increase profits and reduce costs in organizations while studying the latest developments in big data, business intelligence, cloud computing, e-commerce, enterprise systems, mobile computing, strategic planning, and systems development. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book

concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

"This book is a systematic exposition of the fundamental concepts and general principles underlying programming languages in current use." -- Preface.

28th European Conference, Uppsala, Sweden, July 28--August 1, 2014, Proceedings

Programming Languages

Programming Languages Principles and Paradigms

The 50 Essential Principles that Instruct Technology, Each Explained in Half a Minute

Programming Languages: Principles and Practices

"Foundations of Programming Languages" presents topics relating to the design and implementation of programming languages as fundamental skills that all computer scientists should possess. Rather than provide a feature-by-feature examination of programming languages, the author discusses programming languages organized by concepts. The first five chapters provide students with a successful foundation for the study of programming languages. This includes topics such as the data structures, expression notations, and abstraction in chapters 2 and 3. Later, metalanguages are introduced for the formal specification of the syntax and semantics of computer programming languages. This material is presented in a manner that allows one to customize the coverage based on course need. Seyed Roosta also teaches paradigm-specific topics with special care, dedicating two full chapters to each paradigm. The first focuses on the specifications of paradigm, including an emphasis on abstraction principles to help students understand the motivation behind certain design issues. The second chapter discusses the implementation issues related to the paradigm, including the use of popular programming languages to help students comprehend the relationship to the design issues discussed earlier. Paradigms discussed include the imperative, object-oriented, logic, functional, and parallel. The book concludes with new paradigms of interest today, including Data Flow, Database, Network, Internet, and Windows programming.

Design and Implementation

Programming Languages with Applications to Biology and Security

Build & Run Scalable Web Applications on Google's Infrastructure

17th Asian Symposium, APLAS 2019, Nusa Dua, Bali, Indonesia, December 1-4, 2019, Proceedings

Fundamentals of Programming Languages