Teach Yourself C 3rd Edition Herbert Schildt

"Cognitive Behavioural Therapy is now hugely popular, and as a self-help technique that has helped millions of people in the UK alone, and as an NHS-funded treatment for illnesses like depression. Teach Yourself: Cognitive Behavioural Therapy was one of the first and most successful books on CBT. This new edition shows how CBT techniques, which focus on using altered patterns of thinking to achieve goals and overcome problems, can make a major difference to your mentality. The first half of the book explains the background to CBT, what it is, and how to use it. The second half of the book gives examples of how you can use CBT to deal with specific issues, such as helping to overcome depression and anxiety, and boosting your mindfulness, resilience, assertiveness and self-esteem."

Essential C++ skills made easy! Written by top-selling programming author Herb Schildt, C++: A Beginner's Guide, Third Edition is fully updated to cover the new features in C++. The book includes two new chapters and integrates a significant portion of new material into existing chapters. This hands-on, self-paced guide offers full coverage of C++, the premier language of high-performance systems software development. You'll learn about concepts, multithreading, regular expressions, lambda expressions, new keywords, upgrades to the for loop, and much more. Get started programming with C++ right away and get up to speed on all of the new features. Ready-to-use code is available for download. Designed for Easy Learning: Key Skills & Concepts—Chapter-opening lists of specific skills covered in the chapter Ask the Expert—Q&A sections filled with bonus information and helpful tips Try This—Hands-on exercises that show you how to apply your skills Notes—Extra information related to the topic being covered Tips—Helpful reminders or alternate ways of doing things Cautions—Errors and pitfalls to avoid Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

You Will Learn C! Zed Shaw has crafted the perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed–just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In Learn C the Hard Way , you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code It'll Be Hard at First. But Soon, You'll Just Get It–And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

Get started with writing simple programs in C while learning the skills that will help you work with practically any programming language Key FeaturesLearn essential C concepts such as variables, data structures, functions, loops, and pointersGet to grips with the core programming aspects that form the base of many modern programming languagesExplore the expressiveness and versatility of the C language with the help of sample programsBook Description C is a powerful general-purpose programming language that is excellent for beginners to learn. This book will introduce you to computer programming and software development using C. If you're an experienced developer, this book will help you to become familiar with the C programming language. This C programming book takes you through basic programming concepts and shows you how to implement them in C. Throughout the book, you'll create and run programs that make use of one or more C concepts, such as program structure with functions, data types, and conditional statements. You'll also see how to use looping and iteration, arrays, pointers, and strings. As you make progress, you'll cover code documentation, testing and validation methods, basic input/output, and how to write complete programs in C. By the end of the book, you'll have developed basic programming skills in C, that you can apply to other programming languages and will develop a solid foundation for you to advance as a programmer. What you will learnUnderstand fundamental programming concepts and implement them in CWrite working programs with an emphasis on code indentation and readabilityBreak existing programs intentionally and learn how to debug codeAdopt good coding practices and develop a clean coding styleExplore general programming concepts that are applicable to more advanced projectsDiscover how you can use building blocks to make more complex and interesting programsUse C Standard Library functions and understand why doing this is desirableWho this book is for This book is written for two very diverse audiences. If you're an absolute beginner who only has basic familiarity with operating a computer, this book will help you learn the most fundamental concepts and practices you need to know to become a successful C programmer. If you're an experienced programmer, you'll find the full range of C syntax as well as common C idioms. You can skim through the explanations and focus primarily on the source code provided.

SQL in 10 Minutes, Sams Teach Yourself

C Programming Absolute Beginner's Guide

Sams Teach Yourself C++ in 21 Days

Cognitive Behavioural Therapy

HTML, CSS, and JavaScript All in One

A Project Manager's Book of Forms

Big C++: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students ma concepts and become competent coders. The second half covers algorithms and data structures at a level suitable for beginning students. Horstmann and Budd combine their professional and academic experience to guide the student from the basics to more advanced topics and contemporary applications such as GUIs and XML programming. More than a reference, Big C++ developed exercises, examples, and case studies that engage students in the details of useful C++ applications. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and project practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, an complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may integration approval for SCORECenter.

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML i Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, a UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

Sams Teach Yourself Beginning Programming in 24 Hours, Second Edition explains the basics of programming in the successful 24-Hours format. The book begins with the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? It teaches readers how to program the computer and then moves on by exploring the s programming languages in use. The author starts by introducing the reader to the Basic language and finishes with basic programming techniques for Java, C++, and others.

Join the leagues of thousands of programmers and learn C++ from some of the best. The fifth edition of the best seller Sams Teach Yourself C++ in 21 Days, written by Jesse Liberty, a well-known C++ and C# programming manual author and Bradley L. Jones, manager for a number of high profiler developer websites, has been updated to the new ANSI/ISO C++ Standard. Thi hands-on guide for the beginning programmer. Packed with examples of syntax and detailed analysis of code, fundamentals such as managing I/O, loops, arrays and creating C++ applications are all covered in the 21 easy-to-follow lessons. You will also be given access to a website that will provide you will all the source code examples developed in the book as a practice tool. language for millions of developers-make Sams Teach Yourself the preferred way to learn it!

Sams Teach Yourself Beginning Programming in 24 Hours

Teach Yourself VISUALLY Windows 10 Anniversary Update

A beginner's guide to learning C programming the easy and disciplined way

Teach Yourself C

Mastering Regular Expressions

Beginning Linux?Programming

Essential project management forms aligned to the PMBOK® Guide—Sixth Edition A Project Manager's Book of Forms is an essential companion to the Project Management Institute's A Guide to the Project Management Body of Knowledge. Packed with ready-made forms for managing every stage in any project, this book offers both new and experienced project managers an invaluable resource for thorough documentation and repeatable processes. Endorsed by PMI and aligned with the PMBOK® Guide, these forms cover all aspects of initiating, planning, executing, monitoring and controlling, and closing; each form can be used as-is directly from the book, or downloaded from the companion website and tailored to your project's unique needs. This new third edition has been updated to align with the newest PMBOK® Guide, and includes forms for agile, the PMI Talent Triangle, technical project management, leadership, strategic and business management, and more. The PMBOK® Guide is the primary reference for project management, and the final authority on best practices—but implementation can quickly become complex for new managers on large projects, or even experienced managers juggling multiple projects with multiple demands. This book helps you stay organized and on-track, helping you ensure thorough documentation throughout the project life cycle. Adopt PMI-endorsed forms for documenting every process group Customize each form to suit each project's specific needs Organize project data and implement a repeatable management process Streamline PMBOK® Guide implementation at any level of project management experience Instead of wasting time interpreting and translating the PMBOK® Guide to real-world application, allow PMI to do the work for you: A Project Manager's Book of Forms provides the PMBOK®-aligned forms you need to quickly and easily implement project management concepts and practices.

Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

A-list Programmers Reveal How to Develop Breakout Skills Find out what it takes to push your programming chops to the next level and design killer software by getting inside the minds of today's rock star programmers: Rod Johnson, Inventor of the Spring Framework Adrian Colyer, Pioneer of Aspect Oriented Programming Tools, Project Lead of AspectJ Java Posse--Tor Norbye, Joe Nuxoll, Carl Quinn, and Dick Wall Chris Wilson, Lead Architect of Microsoft Internet Explorer Nikhil Kothari, Architect of ASP.NET AJAX Hani Suleiman, Author of "The Bile Blog" James Gosling, Father of Java Kohsuke Kawaguchi, Creator of the Hudson Continuous Integration Tool Herb Schildt, The World's Bestselling Programming Author Floyd Marinescu, Co-founder of ServerSide.com; Founder and Lead Editor of InfoQ.com Andy Hunt, Co-founder of the Pragmatic Programmers Dave Thomas, Object Oriented Software Pioneer Max Levchin, Co-founder and Former CTO of PayPal Libor Michalek, Co-founder of Slide.com Weird Al Yankovic, The Programmer's Rock Star

Software -- Programming Languages.

Covering HTML5, CSS3, and ES6, Sams Teach Yourself

Recipes for Mastering Python 3

Java 2: The Complete Reference, Fifth Edition

CBT self-help techniques to improve your life

Professional C++

Sams Teach Yourself C++ In One Hour A Day, 6/E

Python for Everyone, 3rd Edition is an introduction to programming designed to serve a wide range of student interests and abilities, focused on the essentials, and on effective learning. It is suitable for a first course in programming for computer scientists, engineers, and students in other disciplines. This text requires no prior programming experience and only a modest amount of high school algebra. Objects are used where appropriate in early chapters and students start designing and implementing their own classes in Chapter 9. New to this edition are examples and exercises that focus on various aspects of data science.

Sams Teach Yourself SQL in 10 Minutes, Fourth Edition New full-color code examples help you see how SQL statements are structured Whether you're an application developer, database administrator, web application designer, mobile app developer, or Microsoft Office users, a good working knowledge of SQL is an important part of interacting with databases. And Sams Teach Yourself SQL in 10 Minutes offers the straightforward, practical answers you need to help you do your job. Expert trainer and popular author Ben Forta teaches you just the parts of SQL you need to know–starting with simple data retrieval and quickly going on to more complex topics including the use of joins, subqueries, stored procedures, cursors, triggers, and table constraints. You'll learn methodically, systematically, and simply–in 22 short, quick lessons that will each take only 10 minutes or less to complete. With the Fourth Edition of this worldwide bestseller, the book has been thoroughly updated, expanded, and improved. Lessons now cover the latest versions of IBM DB2, Microsoft Access, Microsoft SQL Server, MySQL, Oracle, PostgreSQL, SQLite, MariaDB, and Apache Open Office Base. And new full-color SQL code listings help the beginner clearly see the elements and structure of the language. 10 minutes is all you need to learn how to... Use the major SQL statements Construct complex SQL statements using multiple clauses and operators Retrieve, sort, and format database contents Pinpoint the data you need using a variety of filtering techniques Use aggregate functions to summarize data Join two or more related tables Insert, update, and delete data Create and alter database tables Work with views, stored procedures, and more Table of Contents 1 Understanding SQL 2 Retrieving Data 3 Sorting Retrieved Data 4 Filtering Data 5 Advanced Data Filtering 6 Using Wildcard Filtering 7 Creating Calculated Fields 8 Using Data Manipulation Functions 9 Summarizing Data 10 Grouping Data 11 Working with Subqueries 12 Joining Tables 13 Creating Advanced Joins 14 Combining Queries 15 Inserting Data 16 Updating and Deleting Data 17 Creating and Manipulating Tables 18 Using Views 19 Working with Stored Procedures 20 Managing Transaction Processing 21 Using Cursors 22 Understanding Advanced SQL Features Appendix A: Sample Table Scripts Appendix B: Working in Popular Applications Appendix C : SQL Statement Syntax Appendix D: Using SQL Datatypes Appendix E: SQL Reserved Words

Sample programs and exercizes introduce the programmer to the programming language's arrays, pointers, data types, loops, strings, and structures, while demonstrating memory management techniques

Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++—one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform–Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at http://cplusplus.cadenhead.org. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

Learn Python the Hard Way

A Companion to the PMBOK Guide

C++ All-in-One For Dummies

The Professor's Guide to Integrating Writing, Critical Thinking, and Active Learning in the Classroom

C++: A Beginner's Guide, 3rd Edition

Learn Python 3 the Hard Way

The ultimate visual learner's guide to Windows 10 Teach Yourself VISUALLY Windows 10 Anniversary Update is the quick and easy way to get up and running with Windows 10 and Windows 10 Update. From setting up to shutting down and everything in between, this book guides you through everything you need to know to start working with Windows 10. Learn how to customize Widows 10, pin an app to the Start menu, work with files and digital media, customize the interface, optimize performance, set up email, go online, and so much more. Two-page spreads, detailed instruction, and expert content walk you through more than 150 Windows tasks. Coverage includes the Windows 10 release, along with the newest features of the Windows 10 Anniversary Update. This is your visual guide to learning what you can do with Windows 10 and Windows 10 Anniversary Update. Find your way around Windows 10 with full-color screen shots Install programs, set up user accounts, play music and videos, and more Learn basic maintenance that keeps your system running smoothly Set up password protection and troubleshoot basic issues quickly

You Will Learn Python! Zed Shaw has perfected the world's best system for learning Python. Follow it and you will succeed-just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python the Hard Way, Third Edition, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Python software of your own: Installing a complete Python environment Organizing and writing code Basic mathematics Variables Strings and text Interacting with users Working with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Debugging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it-and that will feel great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Python video course!

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

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

Deep C Secrets

Practical Exercises on the Computational Subjects You Keep Avoiding (Like C)

Python For Everyone

Understand Your Data and Be More Productive

A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code

Python Cookbook

Teach Yourself HTML, CSS, and JavaScript All in One combines these three fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to… Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One for Dummies is where it's at!

This book is the most complete and up-to-date resource on Java from programming guru, Herb Schildt -- a must-have desk reference for every Java programmer.

Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Big C++

Practical C++ Programming

Teach Yourself Esperanto

Teach Yourself Java for Macintosh in 21 Days

C++: A Beginner's Guide, Second Edition

If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions

Learn to design interest-provoking writing and critical thinking activities and incorporate them into your courses in a way that encourages inquiry, exploration, discussion, and debate, with Engaging Ideas, a practical nuts-and-bolts guide for teachers from any discipline. Integrating critical thinking with writing-across-the-curriculum approaches, the book shows how teachers from any discipline can incorporate these activities into their courses. This edition features new material dealing with genre and discourse community theory, quantitative/scientific literacy, blended and online learning, and other current issues.

Teach Yourself COsborne Publishing

Regular expressions are an extremely powerful tool for manipulating text and data. They are now standard features in a wide range of languages and popular tools, including Perl, Python, Ruby, Java, VB.NET and C# (and any language using the .NET Framework), PHP, and MySQL. If you don't use regular expressions yet, you will discover in this book a whole new world of mastery over your data. If you already use them, you'll appreciate this book's unprecedented detail and breadth of coverage. If you think you know all you need to know about regularexpressions, this book is a stunning eye-opener. As this book shows, a command of regular expressions is an invaluable skill. Regular expressions allow you to code complex and subtle text processing that you never imagined could be automated. Regular expressions can save you time and aggravation. They can be used to craft elegant solutions to a wide range of problems. Once you've mastered regular expressions, they'll become an invaluable part of your toolkit. You will wonder how you ever got by without them. Yet despite their wide availability, flexibility, and unparalleled power, regular expressions are frequently underutilized. Yet what is power in the hands of an expert can be fraught with peril for the unwary. Mastering Regular Expressions will help you navigate the minefield to becoming an expert and help you optimize your use of regular expressions. Mastering Regular Expressions, Third Edition, now includes a full chapter devoted to PHP and its powerful and expressive suite of regular expression functions, in addition to enhanced PHP coverage in the central "core" chapters. Furthermore, this edition has been updated throughout to reflect advances in other languages, including expanded in-depth coverage of Sun's java.util.regex package, which has emerged as the standard Java regex implementation.Topics include: A comparison of features among different versions of many languages and tools How the regular expression engine works Optimization (major savings available here!) Matching just what you want, but not what you don't want Sections and chapters on individual languages Written in the lucid, entertaining tone that makes a complex, dry topic become crystal-clear to programmers, and sprinkled with solutions to complex real-world problems, Mastering Regular Expressions, Third Edition offers a wealth information that you can put to immediateuse. Reviews of this new edition and the second edition: "There isn't a better (or more useful) book available on regular expressions." --Zak Greant, Managing Director, eZ Systems "A real tour-de-force of a book which not only covers the mechanics of regexes in extraordinary detail but also talks about efficiency and the use of regexes in Perl, Java, and .NET...If you use regular expressions as part of your professional work (even if you already have a good book on whatever language you're programming in) I would strongly recommend this book to you." --Dr. Chris Brown, Linux Format "The author does an outstanding job leading the reader from regexnovice to master. The book is extremely easy to read and chock full ofuseful and relevant examples...Regular expressions are valuable toolsthat every developer should have in their toolbox. Mastering RegularExpressions is the definitive guide to the subject, and an outstandingresource that belongs on every programmer's bookshelf. Ten out of TenHorseshoes." --Jason Menard, Java Ranch

Sams Teach Yourself C++ in 24 Hours

Sams Teac Your C One Hour D_7

Sams Teach Yourself HTML, CSS, and JavaScript All in One

Sams Teach Yourself UML in 24 Hours

C/C++ Programmer's Reference

Late Objects

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Offers the syntax for keywords, operators, functions, and classes; covers the Standard Template Library and I/O system; provides programming tips; and discusses problem-solving in C/C++ environments.

A comprehensive guide to the programming language covers object-oriented programming basics, the new Standard Template Library, data manipulation, loops and relational expressions, and objects and clases

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Expert C Programming

Sams Teach Yourself C in 24 Hours

Learn C Programming

Learn C the Hard Way

C Programming in One Hour a Day, Sams Teach Yourself

Engaging Ideas

This edition expands coverage of the C library, updates the Windows programming overview to Windows 95, and adds material pointing towards C++. Schildt also adds some defensive coding to the examples so they will compile as both C and C++ programs

Essential skills made easy! Written by Herb Schildt, the world ' s leading programming author, this step-by-step book is ideal for first-time programmers or those new to C++. The modular approach of this series, including sample projects and progress checks, makes it easy to learn to use C++ at your own pace.

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound, and type. Original. (Intermediate).

Acclaimed C programming expert Herbert Schildt offers a brand-new edition of his wildly successful bestseller. Here's everything you need to know to program in C, and best of all, you learn at your own pace, on your own time, without setting foot in a classroom. Contains numerous exercises and confidence-building skill checks.

The Waite Group's C++ Primer Plus

Secrets of the Rock Star Programmers: Riding the IT Crest

Sams Teach Yourself JavaScript in 24 Hours

Sams Teach Yourself SQL in 10 Minutes

Explains how to use Structured Query Language to work within a relational database system, including information retrieval, security, data manipulation, and user management.

Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities Teaches programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.