

Teach Yourself Programming In Ten Years Queens U

If you are familiar with creating HTML web pages but aren't familiar with creating dynamic, data driven web applications, you should consider learning ASP. And Sams Teach Yourself ASP.NET 2.0 in 24 Hours, Complete Starter Kit is the perfect learning tool. The Starter Kit provides the unbeatable combination of programmer/author Scott Mitchell and the step-by-step learning method of the best-selling Sams Teach Yourself series. The accompanying CD includes Visual Web Developer 2005 Express, a lightweight, easy-to-use and easy-to-learn web development tool, and all projects developed in the book's examples.

Sams Teach Yourself SQL in 10 Minutes offers straightforward, practical answers when you need fast results. By working through the book's 22 lessons of 10 minutes or less, you'll learn what you need to know to take advantage of the SQL language. Lessons cover IBM DB2, Microsoft SQL Server and SQL Server Express, MariaDB, MySQL, Oracle and Oracle Express, PostgreSQL, and SQLite. Full-color code examples help you understand how SQL statements are structured. Tips point out shortcuts and solutions. Cautions help you avoid common pitfalls. Notes explain additional concepts, and provide additional information. 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.

Ready, set, program with Go! Now is the perfect time to learn the Go Programming Language. It's one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it's also known—has proven to be a strong choice for developers creating applications for the cloud-based world we live in. This book will put you on the path to using the language that's created some of today's leading web applications, so you can steer your career where you want to go! Learn how Go works and start writing programs and modules. Install and implement the most powerful third-party Go packages. Use Go in conjunction with web services and MySQL databases. Keep your codebase organized and use Go to structure data. With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users' hands.

Are you an SQL programmer that, like many, came to SQL after learning and writing procedural or object-oriented code? Or have switched jobs to where a different brand of SQL is being used, or maybe even been told to learn SQL yourself? If even one answer is yes, then you need this book. A "Manual of Style" for the SQL programmer, this book is a collection of heuristics and rules, tips, and tricks that will help you improve SQL programming style and proficiency, and for formatting and writing portable, readable, maintainable SQL code. Based on many years of experience consulting in SQL shops, and gathering questions and resolving his students' SQL style issues, Joe Celko can help you become an even better SQL programmer. Help you write Standard SQL without an accent or a dialect that is used in another programming language or a specific flavor of SQL, code that can be maintained and used by other people. Enable you to give your group a coding standard for internal use, to enable programmers to use a consistent style. Give you the mental tools to approach a new problem with SQL as your tool, rather than another programming language — one that someone else might not know!

Teach Yourself Programming With Java™ in 24 Days.

Teach Yourself VISUALLY Windows 10

Teach Yourself Java for Macintosh in 21 Days

The Definitive Guide to Programming Professionally

Sams Teach Yourself C++ in 21 Days

Collective Wisdom from the Experts

Master Windows 10 by reading only one book. Teach Yourself Visually Windows 10, 3rd Edition brings together all of the necessary resources to make you an expert in the use of the latest version of Windows. Using highly visual techniques to maximize learner retention and memory, Teach Yourself Visually Windows 10 will have you breezing through the most popular operating system in the world in no time. The book includes hundreds of step-by-step and illustrated sets of instructions to teach you both the basics and the complexities of Windows 10 operation. Lessons include: Installing and repairing applications. System maintenance. Setting up password-protection. Downloading photos. Managing media files. And more. Teach Yourself Visually Windows 10 combines the best of visual learning techniques with comprehensive source material about the interface and subsystems of Windows 10 to leave you with encyclopedic knowledge of the operating system. Perfect for beginners and intermediate users alike, this book will turn your Windows-using experience from a slow slog into a lightning-fast masterclass of efficiency.

* The number one C++ self-study course from the nation's number one C++ authority, the author of the Dr. Dobbs' Journal "C Programming" since 1988. * Completely updated with the latest revisions to the C++ compilers, this book uses a tutorial approach to teach one of the most yet hard to learn, programming languages—more than 100,000 copies sold over all editions. * Provides a complete working program to test each concept and carefully builds on previous lessons for greater understanding. * CD-ROM includes a complete Windows-hosted IDE and C++ compiler, allowing the reader to compile, run, and experiment with the example programs for a complete tutorial experience.

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 3rd Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personal style, with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You'll 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 animation, and multimedia.

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classic and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks you through JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written. Understand different pattern categories, including creational, structural, and behavioral. Walk through classical and modern design patterns in JavaScript. Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS. Discover design patterns implemented in the jQuery library. Learn popular design patterns for writing new jQuery plug-ins. "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Go Programming Language For Dummies
Sams Teach Yourself Beginning Programming in 24 Hours
Learn to Program
The Bulgarian C# Book
SQL in 10 Minutes, Sams Teach Yourself
The Self-Taught Programmer

Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects PART IV: Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V: Moving into Advanced Topics 17 Storing Objects in Data Structures 18 Handling Errors in a Program 19 Creating a Threaded Program 20 Using Inner Classes and Closures 21 Reading and Writing Files 22 Creating Web Services with JAX-WS 23 Creating Java2D Graphics 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here: Java Resources C This Book's Website D Setting Up an Android Development Environment

Sams Teach Yourself C++ in One Hour a Day is the latest edition of the bestselling "Sams Teach Yourself C++ in 21 Days." Updated and reworked to improve the introductory material and examples, this book is still one of the best hands-on tutorials for the C++ programming language. The book's numerous examples of syntax and detailed analysis of code provide solid instruction for beginning programmers. Readers new to programming will learn about such fundamentals as managing I/O, loops and arrays, object-orient programming, templates, and creating C++ applications -- all in well-structured and easy-to-follow lessons. Each lesson provides numerous code listings, complete with sample output and an analysis of the code, to illustrate the topics covered in the lesson. This new edition is non-compiler specific, is up to date with the latest C++ standard, C++14, with all examples fully tested against 2015 versions of Microsoft C++ and GNU C++ compilers."

Provides an overview of XML and related concepts including basic syntax, DTDs, XML Schema, DOM, SAX, XSL, and XPath.

This book covers the basics of C, including variables, constants, conditional statements, loops, pointers, data structures, input/output, and functions--all presented in a logical and easy-to-follow sequence that helps readers really understand the principles involved in developing programs.

Sams Teach Yourself HTML, CSS, and JavaScript All in One
Head First Python

Sams Teach Yourself C++ in 10 Minutes
From Journeyman to Master
Fundamentals of Computer Programming with C#
Joe Celko's SQL Programming Style

Master's Thesis from the year 2016 in the subject Computer Science - Programming, grade: 20/20, Ecole des hautes etudes commerciales de Paris (HEC Entrepreneurs), language: English, abstract: This paper provides a structured approach for self-learning programming for free on the internet. Its recommendations are based on a review of the existing academic literature which is complemented by the analysis of numerous contributions by software developers, self-learners, and teachers of programming. Additionally, it incorporates effective learning techniques derived from psychological research. Its intended readers are primarily entrepreneurs and 'startup people' who are driven to build new businesses with code, although the proposed approach is also transferable to other domains and audiences. The single most important factor for succeeding in learning programming has been found to be of human nature: learner motivation and persistence. While most beginners and the majority of academic contributions focus mostly on technical aspects such as which language to learn first, or which learning resources to use, this paper analyzes the learning process itself. Learning programming is thus divided into three main steps: First, I highlight the importance of setting a strong learning goal for motivation, and provide a big-picture overview of what 'learning programming' encompasses to structure the approach. Second, I provide learners with recommendations as to which language to learn first - there is no one 'best' choice - as well as how and where to find effective learning resources. Lastly, the paper concludes with tips for optimizing the learning process by introducing effective learning techniques, highlighting the importance of programming practice, and collecting additional advice from programmers and self-learners."

Want to learn the Python language without slogging your way through how-to manuals? With Head First Python, you'll quickly grasp Python's fundamentals, working with the built-in data structures and functions. Then you'll move on to building

your very own webapp, exploring database management, exception handling, and data wrangling. If you're intrigued by what you can do with context managers, decorators, comprehensions, and generators, it's all here. This second edition is a complete learning experience that will help you become a bonafide Python programmer in no time. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Python uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

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 profile developer websites, has been updated to the new ANSI/ISO C++ Standard. This is an excellent 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 with all the source code examples developed in the book as a practice tool. C++ is the preferred language for millions of developers—make Sams Teach Yourself the preferred way to learn it!

Now a Wall Street Journal bestseller. Learn a new talent, stay relevant, reinvent yourself, and adapt to whatever the workplace throws your way. Ultralearning offers nine principles to master hard skills quickly. This is the essential guide to future-proof your career and maximize your competitive advantage through self-education. In these tumultuous times of economic and technological change, staying ahead depends on continual self-education—a lifelong mastery of fresh ideas, subjects, and skills. If you want to accomplish more and stand apart from everyone else, you need to become an ultralearner. The challenge of learning new skills is that you think you already know how best to learn, as you did as a student, so you rerun old routines and old ways of solving problems. To counter that, Ultralearning offers powerful strategies to break you out of those mental ruts and introduces new training methods to help you push through to higher levels of retention. Scott H. Young incorporates the latest research about the most effective learning methods and the stories of other ultralearners like himself—among them Benjamin Franklin, chess grandmaster Judit Polgár, and Nobel laureate physicist Richard Feynman, as well as a host of others, such as little-known modern polymath Nigel Richards, who won the French World Scrabble Championship—without knowing French. Young documents the methods he and others have used to acquire knowledge and shows that, far from being an obscure skill limited to aggressive autodidacts, ultralearning is a powerful tool anyone can use to improve their career, studies, and life. Ultralearning explores this fascinating subculture, shares a proven framework for a successful ultralearning project, and offers insights into how you can organize and execute a plan to learn anything deeply and quickly, without teachers or budget-busting tuition costs. Whether the goal is to be fluent in a language (or ten languages), earn the equivalent of a college degree in a fraction of the time, or master multiple tools to build a product or business from the ground up, the principles in Ultralearning will guide you to success.

Learning JavaScript Design Patterns

Learn You a Haskell for Great Good!

A Beginner's Guide

Sams Teach Yourself ASP.NET 2.0 in 24 Hours

Learn Python 3 the Hard Way

Sams Teach Yourself Arduino Programming in 24 Hours

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The book does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial;

programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

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

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

It's all in the name: Learn You a Haskell for Great Good! is a hilarious, illustrated guide to this complex functional language. Packed with the author's original artwork, pop culture references, and most importantly, useful example code, this book teaches functional fundamentals in a way you never thought possible. You'll start with the kid stuff: basic syntax, recursion, types and type classes. Then once you've got the basics down, the real black belt master-class begins: you'll learn to use applicative functors, monads, zippers, and all the other mythical Haskell constructs you've only read about in storybooks. As you work your way through the author's imaginative (and occasionally insane) examples, you'll learn to: –Laugh in the face of side effects as you wield purely functional programming techniques –Use the magic of Haskell's "laziness" to play with infinite sets of data –Organize your programs by creating your own types, type classes, and modules –Use Haskell's elegant input/output system to share the genius of your programs with the outside world Short of eating the author's brain, you will not find a better way to learn this powerful language than reading **Learn You a Haskell for Great Good!**

A JavaScript and jQuery Developer's Guide

A Brain-Friendly Guide

Sams Teach Yourself SQL in 10 Minutes

C++ in One Hour a Day, Sams Teach Yourself

Wiley's Teach Yourself C++

Sams Teach Yourself C++ in 24 Hours

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 some most popular 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.

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

In just 24 sessions of one hour or less, Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programming on Arduino, so you can start creating inspired “ DIY ” hardware projects of your own! Using this book's straightforward, step-by-step approach, you'll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory—and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C programs that control motors Connect an LCD to your Arduino, and code the output Install an Ethernet shield, configure an Ethernet connection, and write networking programs Create prototyping environments, use prototyping shields, and interface electronics to your Arduino Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry—including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Sams Teach Yourself XML in 10 Minutes

Teach Yourself VISUALLY Windows 10 Anniversary Update

Learn SQL Server Administration in a Month of Lunches

An Introduction to Programming and Computing

The Pragmatic Programmer

The basics of creating dynamic websites with the latest version of this popular language in easy-to-digest bits.

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.

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

C++ essentials in a convenient, easy-to-use format.

The Complete Problem Solver

Master Hard Skills, Outsmart the Competition, and Accelerate Your Career

Java 24 Hour Sams ePub _7

Sams Teach Yourself JavaScript in 24 Hours

Step By Step.

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

Essential Java Skills--Made Easy! What Special – In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like– Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book doesn't require previous programming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. Learn the all basics and advanced features of Java programming in no time from Bestseller Java Programming Author Harry. H. Chaudhary (More than 1,67,000 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic problem, and you will find multiple solutions for complex java problems.

Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is no easy task especially when it's an oop's programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1. (Overview of Java) 2.(Java Language) 3.(Control Statements) 4.(Scanner class, Arrays & Command Line Args) 5.(Class & Objects in Java) 6.(Inheritance in Java) 7.(Object oriented programming) 8.(Packages in Java) 9.(Interface in Java) 10.(String and StringBuffer) 11.(Exception Handling) 12.(Multi-Threaded Programming) 13.(Modifiers/Visibility modes) 14.(Wrapper Class) 15.(Input/Output in Java) 16.(Applet Fundamentals) 17.(Abstract Windows Toolkit)(AWT) 18.(Introduction To AWT Events) 19.(Painting in AWT) 20.(java.lang.Object Class) 21.(Collection Framework) PART - II (Java 8 Features for Developers) 22. Java 8 Features for Developers – Lambdas. 23. Java 8 Functional interface,Stream & Time API. 24. Key Features that Make Java More Secure than Other Languages.

What others in the trenches say about The Pragmatic Programmer... “The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.”

—Kent Beck, author of Extreme Programming Explained: Embrace Change “I found this book to be a great mix of solid advice and wonderful analogies!”

—Martin Fowler, author of Refactoring and UML Distilled “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.”

—Kevin Ruland, Management Science, MSG-Logistics “The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.”

—John Lakos, author of Large-Scale C++ Software Design “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.”

—Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.”

—Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.”

—Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....”

—Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book.”

—Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a

manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Summary Learn SQL Server Administration in a Month of Lunches is the perfect way to get started with SQL Server operations, including maintenance, backup and recovery, high availability, and performance monitoring. In about an hour a day over a month, you'll learn exactly what you can do, and what you shouldn't touch. Most importantly, you'll learn the day-to-day tasks and techniques you need to keep SQL Server humming along smoothly. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Microsoft SQL Server is used by millions of businesses, ranging in size from Fortune 500s to small shops worldwide. Whether you're just getting started as a DBA, supporting a SQL Server-driven application, or you've been drafted by your office as the SQL Server admin, you do not need a thousand-page book to get up and running. Learn SQL Server Administration in a Month of Lunches is the perfect way to get started with SQL Server. This concise, easy-to-read book skips academic introductions and teaches you day-to-day techniques for maintenance, backup and recovery, performance monitoring, and more. Each of the 21 short lessons gives you practical takeaways you'll use over and over. What's Inside Master the basics—indexes, logins, backup, recovery ... and more Learn what you can and cannot do when supporting a third-party application Monitor and improve performance Written by expert trainer and bestselling author Don Jones Accessible to readers of any level of experience, the book covers techniques for all versions of SQLServer 2005-2014. About the Author Don Jones is a Microsoft MVP, speaker, and trainer. He is the creator of the Month of Lunches series and author of over 50 books on PowerShell, IIS, Active Directory, SCCM, SQL Server, and more. Table of Contents Before you begin Server assessment and configuration T-SQL crash course Managing databases Backup and recovery Authentication: who are you? Authorization: what are you allowed to do? Accounting: what did you do? Analyzing indexes Maintaining indexes Tuning index designs Reading query execution plans Block and deadlock analysis Automating management with SQL Server Agent Multiserver management Windows PowerShell and SQL Server Using Extended Events Monitoring and analyzing performance Options for high availability Virtualizing SQL Server Moving, migrating, and upgrading databases SQL Server performance checklist Never the end 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 Windows 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 SQL in 10 Minutes a Day, Sams Teach Yourself

Java in 24 Hours, Sams Teach Yourself (Covering Java 8)

Sams Teach Yourself PHP in 10 Minutes

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

Ultralearning

97 Things Every Programmer Should Know

Get straightforward, practical answers in this updated fourth edition of the best-selling quick reference for HTML.

*This unique volume returns in its second edition, revised and updated with the latest advances in problem solving research. It is designed to provide readers with skills that will make them better problem solvers and to give up-to-date information about the psychology of problem solving. Professor Hayes provides students and professionals with practical, tested methods of defining, representing, and solving problems. Each discussion of the important aspects of human problem solving is supported by the most current research on the psychology problem solving. The Complete Problem Solver, Second Edition features: *Valuable learning strategies; *Decision making methods; *Discussions of the nature of creativity and invention, and *A new chapter on writing. The Complete Problem Solver utilizes numerous examples, diagrams, illustrations, and charts to help any reader become better at problem solving. See the order form for the answer to the problem below.*

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

Explains the fundamentals of C++ and how to use it to build object-oriented programs, add functionality, debug programs, learn exception and errorhandling techniques, and make code ANSI compliant.

Teach Yourself C Programming in 21 Days

How Can Self-learners Learn Programming in the Most Efficient Way? A Pragmatic Approach

How to Design Programs, second edition

Sams Teach Yourself HTML in 10 Minutes

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).

Sams Teach Yourself PHP in 10 Minutes Sams Publishing

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.