

## The Peter Norton Programmer S Guide To The Ibm Pc

This authoritative, critically acclaimed book--updated to include the new IBM PS/2 line--is a complete reference to the hardware, system software (including OS/2), the ROM BIOS services, and the differences among the IBM family of microcomputers. A must-have for programmers and power users.

Code Nation explores the rise of software development as a social, cultural, and technical phenomenon in American history. The movement germinated in government and university labs during the 1950s, gained momentum through corporate and counterculture experiments in the 1960s and 1970s, and became a broad-based computer literacy movement in the 1980s. As personal computing came to the fore, learning to program was transformed by a groundswell of popular enthusiasm, exciting new platforms, and an array of commercial practices that have been further amplified by distributed computing and the Internet. The resulting society can be depicted as a "Code Nation"—a globally-connected world that is saturated with computer technology and enchanted by software and its creation. Code Nation is a new history of personal computing that emphasizes the technical and business challenges that software developers faced when building applications for CP/M, MS-DOS, UNIX, Microsoft Windows, the Apple Macintosh, and other emerging platforms. It is a popular history of computing that explores the experiences of novice computer users, tinkerers, hackers, and power users, as well as the ideals and aspirations of leading computer scientists, engineers, educators, and entrepreneurs. Computer book and magazine publishers also played important, if overlooked, roles in the diffusion of new technical skills, and this book highlights their creative work and influence. Code Nation offers a "behind-the-scenes" look at application and operating-system programming practices, the diversity of historic computer languages, the rise of user communities, early attempts to market PC software, and the origins of "enterprise" computing systems. Code samples and over 80 historic photographs support the text. The book concludes with an assessment of contemporary efforts to teach computational thinking to young people.

Peter Norton's Essential Concepts 5th Edition is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an Overview of computers, input methods and out put devices, processing data, storage devices, operating systems, software, networking, Internet resources, and graphics.

Now updated to cover the latest assembler versions, with more code than ever, this bestselling classic is for every programmer who wants to build complete, full-scale assembly language programs. Includes disk containing complete chapter examples and full-fledged diskpatch program.

Professional Red Hat Enterprise Linux 3

Coder to Developer

The New Peter Norton Programmer's Guide to the IBM PC

Peter Norton's Complete Guide to Windows XP

The Peter Norton Programmer's Guide to the IBM PC.

Concepts Of Programming Languages

This essential guide offers professional BASIC programming techniques and covers windowing, sorting data, debugging and provides tips about BASIC's graphics capabilities.

There are few titles that cover Java as thoroughly as this one does. Peter Norton's name is internationally synonymous with PC expertise, and in this book he provides the intermediate to advanced user with a concise and valuable treatment of Java.

This straightforward approach to learning Windows 95 programming by using the Microsoft Foundation Class Libraries (MFC) gives readers what they need to begin programming. Expert Peter Norton provides the most concise and valuable treatment available of Windows 95 programming with MFC Programming.

This tutorial offers readers a thorough introduction to programming in Python 2.4, the portable, interpreted, object-oriented programming language that combines power with clear syntax Beginning programmers will quickly learn to develop robust, reliable, and reusable Python applications for Web development, scientific applications, and system tasks for users or administrators Discusses the basics of installing Python as well as the new features of Python release 2.4, which make it easier for users to create scientific and Web applications Features examples of various operating systems throughout the book, including Linux, Mac OS X/BSD, and Windows XP

The IBM PV et PS/2

Essential Concepts

The Peter Norton Programming Library

Programmer's Problem Solver

The New Peter Norton Programmer's Guide to the IBM PC & PS/2

The Ultimate Reference to the IBM PC and Compatible Hardware and Systems Software

*A gold mine of insights, techniques and technical data, this guide includes information on the similarities and differences among IBM's five personal computers, plus tips for programming in assembly language, BASIC, C and Pascal. An Ingram computer book bestseller for over a year.*

*Written for the intermediate to advanced C programmer, this book has been revised to provide a detailed look at programming techniques for Microsoft Windows 3.1. Packed with tips and techniques that show power programmers how to develop powerful and full-featured Windows 3.1 applications.*

*Describes computer viruses and how they work, clears up misconceptions, and recommends preventive measures*

*Explains how to exploit the undocumented capabilities of the MS- DOS operating system when programming commercial software. Updated from the first edition to incorporate not only DOS 5.0 and 6.0, but also the forthcoming DOS 7 and Windows 4. Coverage is also expanded on Windows interfacing, DOS internals, and the role of undocumented interfaces in the software industry. Includes a 3.5" disk; equivalent 5.25" disks are available for \$10 more. Annotation copyright by Book News, Inc., Portland, OR*

*Building IBM*

*The new Peter Norton programmer's guide*

*Programmers at Work*

*Peter Norton's Complete Guide to Linux*

*The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies*

*The New Peter Norton Programmer's Guide to the IBM PC and PS*

What is this book about? Professional Red Hat Enterprise Linux 3 is a complete professional guide to setting up, configuring, and deploying Red Hat Enterprise Linux in the corporate production environment. The book focuses on Enterprise Server and Advanced Server features, including the key areas of high availability with the Red Hat Cluster Suite, Red Hat Network, Control Center, and Red Hat Enterprise applications such as the Content Management System and portal server. Other key unique features include kernel tuning for various performance profiles; advanced Apache configuration; Tux installation/maintenance; building high-performance FTP servers; building high-performance mail servers (which means replacing Sendmail); Mailing list management; how to efficiently add, remove, or modify 100 users at the same time; and a discussion of disk quota management and monitoring. What does this book cover? The key features of the book include the following: How to install and setup RHEL 3 How to deploy RHEL 3 in production environment How to manage an RHEL system using Perl and shell scripting Advanced administration tools How to use Red Hat network service Details on installation and setup of security tools Ability to use and deploy High Availability solutions provided with RHEL 3 Performance tuning How to use monitoring tools Ability to use RHEL to provide scalable infrastructure solutions.

"This book is the best way for beginning developers to learn wxWidgets programming in C++. It is a must-have for programmers thinking of using wxWidgets and those already using it." --Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even Pocket PC Master wxWidgets from start to finish--even if you've never built GUI applications before Leverage advanced wxWidgets capabilities: networking, multithreading, streaming, and more Foreword by Mitch Kapor, founder, Lotus Development and Open Source Application Foundation wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC--supporting each platform's native look and feel with virtually no additional coding. Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and code you need to get great results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling, window layouts, drawing, printing, dialogs, and more Working with window classes, from simple to advanced Memory management, debugging, error checking, internationalization, and other advanced topics Includes extensive code samples for Windows, Linux (GTK+), and Mac OS X

Tutorial and reference filled with an abundance of hints, tips, and ideas to insure professional programming efficiency. Includes a utility disk containing all the programs in the book.

Anatomy of the PCs and PS/2s - The ins and outs - The ROM Software - Video basic - Disk basic - Keyboard basics - Clocks, timers, and sound generation - Rom bios basics - Rom bios video services - Rom bios disk services - Rom bios keyboard services - Miscellaneous services - Rom bios services summary - Dos basics - Dos interrupts - Dos functions - version 1 - Dos functions - versions 2.0 and later - Dos functions summary - Program building - Programming languages.

Tools and Strategies for Delivering Your Software

Code Nation

The Ultimate Reference Guide to the Entire Family of IBM Personal Computers

Seven Games: A Human History

Personal Computing and the Learn to Program Movement in America

Peter Norton's Complete Guide to DOS 6.22

"Two thumbs up" --Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is immense. Coder to Developer helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of technical guidance on such topics as: Choosing and using a source code control system Code generation tools—when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the source code for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. The code is provided in various states of completion, reflecting every stage of development, so that you can dig deep into the actual process of building software. But you'll also develop "softer" skills, in areas such as team management, open source collaboration, user and developer documentation, and intellectual property protection. If you want to become someone who can deliver not just good code but also a good product, this book is the place to start. If you must build successful software projects, it's essential reading.

A group biography of seven enduring and beloved games, and the story of why—and how—we play them. Checkers, backgammon, chess, and Go. Poker, Scrabble, and bridge. These seven games, ancient and modern, fascinate millions of people worldwide. In *Seven Games*, Oliver Roeder charts their origins and historical importance, the delightful arcana of their rules, and the ways their design makes them pleasurable. Roeder introduces thrilling competitors, such as evangelical minister Marion Tinsley, who across forty years lost only three games of checkers; Shusai, the Master, the last Go champion of imperial Japan, defending tradition against "modern rationalism"; and an IBM engineer who created a backgammon program so capable at self-learning that NASA used it on the space shuttle. He delves into the history and lore of each game: backgammon boards in ancient Egypt, the Indian origins of chess, how certain shells from a particular beach in Japan make the finest white Go stones. Beyond the cultural and personal stories, Roeder explores why games, seemingly trivial pastimes, speak so deeply to the human soul. He introduces an early philosopher of games, the aptly named Bernard Suits, and visits an Oxford cosmologist who has perfected a computer that can effectively play bridge, a game as complicated as human language itself. Throughout, Roeder tells the compelling story of how humans, pursuing scientific glory and competitive advantage, have invented AI programs better than any human player, and what that means for the games—and for us. Funny, fascinating, and profound, *Seven Games* is a story of obsession, psychology, history, and how play makes us human.

Peter Norton's Complete Guide to Microsoft Windows XP is a comprehensive, user-friendly guide written in the highly acclaimed Norton style. This unique approach teaches the features of Windows XP with clear explanations of the many new technologies designed to improve your system performance. The book demonstrates all of the newest features available for increasing your OS performance. You will find Peter's Principles, communications, networking, printing, performance, troubleshooting, and compatibility tips throughout the book. Whether you're just starting out or have years of experience, Peter Norton's Guide to Microsoft Windows XP has the answers, explanations, and examples you need.

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

Peter Norton's Guide to Windows 95/NT 4 Programming with MFC

Programming Pearls

A Programmer's Guide to Reserved MS-DOS Functions and Data Structures

User's Guide

Peter Norton's Assembly Language Book for the IBM PC

Peter Norton's Guide to Visual Basic 6

*The purpose of this book is to provide a bridge between Access 2000 as an efficient front-end development tool and the intricate world of Visual Basic programming. It is intended to offer the necessary tools for managing information in all levels of business from large offices to entrepreneurs and consultants. Exercises throughout each chapter guide and encourage the reader in exploring the topics further, using the files found on the accompanying CD.*

*Well-respected text for computer science students provides an accessible introduction to functional programming. Cogent examples illuminate the central ideas, and numerous exercises offer reinforcement. Includes solutions. 1989 edition.*

*The Peter Norton Programmer's Guide to the IBM PC. Microsoft Press*

*A troubleshooting handbook that lets the programmer take control of the PC includes programming examples, a task-oriented reference to the DOS operating system, and direct hardware access techniques. Original.*

*Undocumented DOS*

*Peter Norton's Guide to Java Programming*

*Peter Norton's*

*MS-DOS and PC-DOS*

*Assembly Language for the PC*

*Beginning Python*

No company of the twentieth century achieved greater success and engendered more admiration, respect, envy, fear, and hatred than IBM. Building IBM tells the story of that company—how it was formed, how it grew, and how it shaped and dominated the information processing industry. Emerson Pugh presents substantial new material about the company in the period before 1945 as well as a new interpretation of the postwar era. Granted unrestricted access to IBM's archival records and with no constraints on the way he chose to treat the information they contained, Pugh dispels many widely held myths about IBM and its leaders and provides new insights on the origins and development of the computer industry. Pugh begins the story with Herman Hollerith's invention of punched-card machines used for tabulating the U.S. Census of 1890, showing how Hollerith's inventions and the business he established provided the primary basis for IBM. He tells why Hollerith merged his company in 1911 with two other companies to create the Computing-Tabulating-Recording Company, which changed its name in 1924 to International Business Machines. Thomas J. Watson, who was hired in 1914 to manage the merged companies, exhibited remarkable technological insight and leadership—in addition to his widely heralded salesmanship—to build Hollerith's business into a virtual monopoly of the rapidly growing punched-card equipment business. The fascinating inside story of the transfer of authority from the senior Watson to his older son, Thomas J. Watson Jr., and the company's rapid domination of the computer industry occupy the latter half of the book. In two final chapters, Pugh examines conditions and events of the 1970s and 1980s and identifies the underlying causes of the severe problems IBM experienced in the 1990s.

A guide to the operating system covers Red Hat Linux, Caldera, and SuSE and offers advice on installation, configuration, administration, networking, and troubleshooting

This classic bestseller continues in the tradition of Peter Norton's other helpful guides. His clear, friendly style solves the mystery of DOS so you can get your work done quickly. For those new to DOS, his introductions to the DOS shell and DOS commands get you up and running with ease. And if you already know DOS, advanced tips will help you take DOS to a new level of expertise.

Covers hardware, device drivers, operating systems, program development, and programming languages

Peter Norton's Guide to Access 2000 Programming

Shaping an Industry and Its Technology

Inside the Norton AntiVirus

The Peter Norton Programmer's Guide to the IBM PC

Peter Norton's Introduction to Computers

Peter Norton's Computing Fundamentals 5th Edition is a state-of-the-art text that provides comprehensive coverage of computer concepts. It is geared toward students learning about computer systems for the first time. Some of the topics covered are: an Overview of computers, input methods and output devices, . processing data, storage devices, operating systems, software, . networking, Internet resources, and graphics. .

Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.' A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

Provides step-by-step instructions on using Visual Basic 6 for object-oriented programming, database programming, and Internet programming

Advanced BASIC

An Introduction to Functional Programming Through Lambda Calculus

Peter Norton'S Guide To Access 97 Programming

Peter Norton's Computing Fundamentals

The Peter Norton PC Programmer's Bible

Cross-Platform GUI Programming with wxWidgets