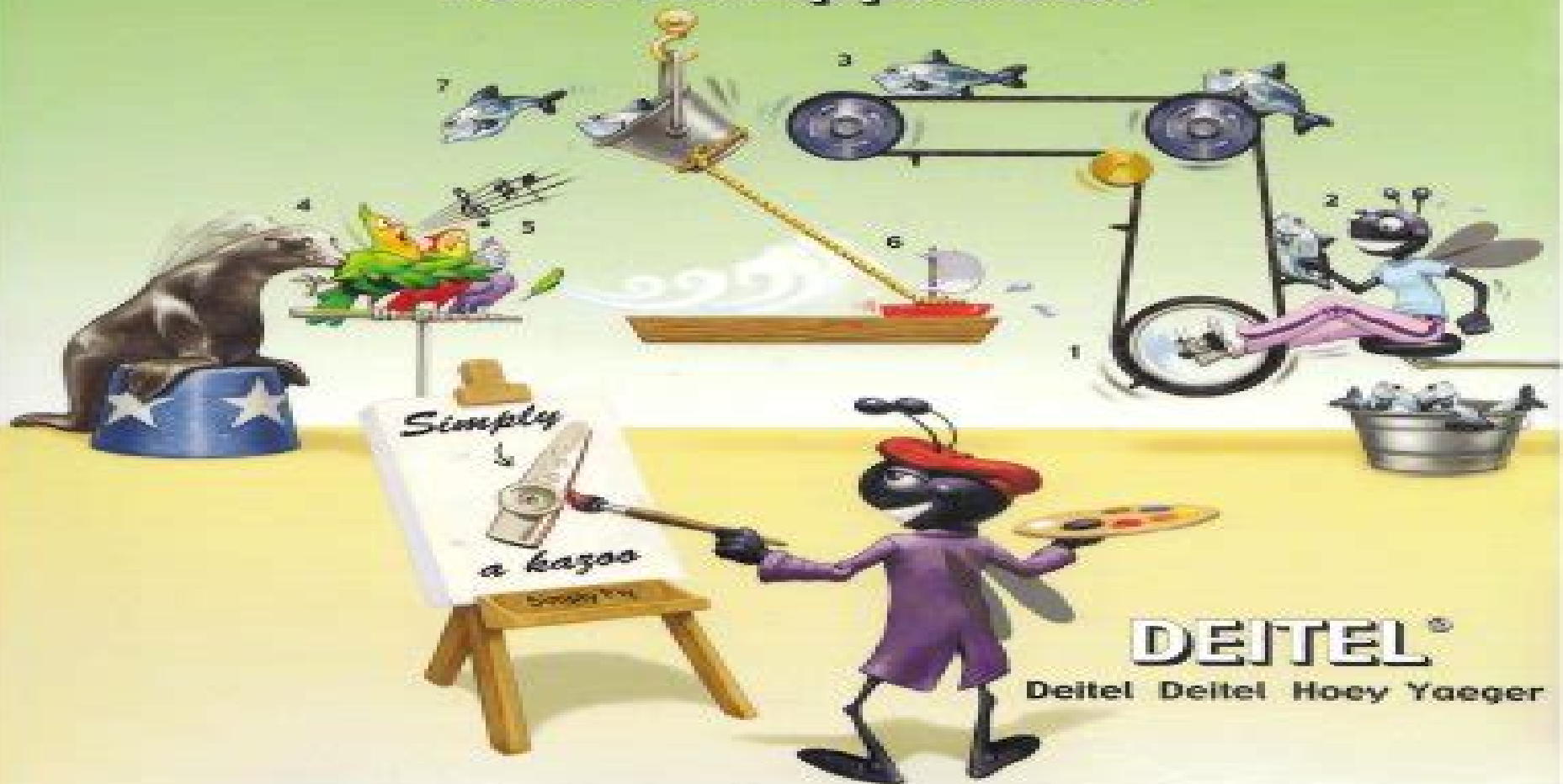


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Simply C An Application Driven Tutorial Approach

Harvey M. Deitel, Paul J. Deitel



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Simply C++ Harvey M. Deitel, 2005 Publisher description This book uses a step by step tutorial approach to begin teaching the basics of programming builds upon previously learned concepts and introduces new programming features in each successive tutorial This comprehensive introduction to C covers GUI design controls methods functions data types control structures procedures arrays object oriented programming strings and characters sequential files and more It also includes higher end topics such as database programming multimedia and graphics and Web applications development For individuals beginning their mastery of C Programming **Visual Basic 2008** Paul J. Deitel, Harvey M. Deitel, 2009 Created by world renowned programming instructors Paul and Harvey Deitel Visual Basic 2008 How to Program Fourth Edition introduces all facets of the Visual Basic 2008 language hands on through hundreds of working programs This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2008 and NET 3.5 all discussions and sample code have been carefully audited against the newest Visual Basic language specification The many new platform features covered in depth in this edition include LINQ data queries Windows Presentation Foundation WPF ASP.NET Ajax and the Microsoft Ajax Library Silverlight based rich Internet application development and creating Web services with Windows Communication Foundation WCF New language features introduced in this edition object anonymous types object initializers implicitly typed local variables and arrays delegates lambda expressions and extension methods A series of appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger UML 2 to Unicode and ASCII AUDIENCE Appropriate for anyone interested in learning programming with Visual Basic 2008 **JavaScript for Programmers** Paul J. Deitel, Harvey M. Deitel, 2009-03-16 The practicing programmer's Deitel guide to XHTML CSS JavaScript XML and Ajax RIA development This book applies the Deitel signature live code approach to teaching the client side of Rich Internet Applications RIA development The book presents concepts in the context of 100 fully tested programs 6 000 lines of code complete with syntax shading detailed descriptions and sample outputs The book features over 150 tips that will help you build robust client side web applications Start with an introduction to Extensible HyperText Markup Language XHTML and Cascading Style Sheets CSS then rapidly move on to the details of JavaScript programming Finish with more advanced client side development technologies including XHTML's Document Object Model DOM Extensible Markup Language XML XML's DOM JavaScript Object Notation JSON and Asynchronous JavaScript and XML Ajax When you're finished you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications RIAs The book culminates with several substantial Ajax enabled RIAs including a book cover viewer JavaScript DOM an address book Ajax consuming web services and a calendar application Ajax Dojo consuming web services The Deitel Developer Series is designed for professional programmers The series presents focused treatments of emerging technologies including .NET Java web services Internet and web development and more **C++ for Programmers** Paul J.

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Deitel,Harvey M. Deitel,2010 KEY BENEFIT This comprehensive best seller is aimed at readers with little or no programming experience It teaches by presenting the concepts in the context of full working programs and takes an early objects approach The authors emphasize achieving program clarity through structured and object oriented programming software reuse and component oriented software construction KEY TOPICS Introduction to Computers the Internet and World Wide Web

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C++ how to Program Paul J. Deitel, Harvey M. Deitel, 2008 Introduces the fundamentals of object oriented programming and generic programming in C Topics include classes objects and encapsulation inheritance and polymorphism and object oriented design with the UML

C for Programmers with an Introduction to C11 Paul Deitel, Harvey Deitel, 2013-04-19 The professional programmer's Deitel guide to procedural programming in C through 130 working code examples Written for programmers with a background in high level language programming this book applies the Deitel signature live code approach to teaching the C language and the C Standard Library The book presents the concepts in the context of fully tested programs complete with syntax shading code highlighting code walkthroughs and program outputs The book features approximately 5 000 lines of proven C code and hundreds of savvy tips that will help you build robust applications Start with an introduction to C then rapidly move on to more advanced topics including building custom data structures the Standard Library select features of the new C11 standard such as multithreading to help you write high performance applications for today's multicore systems and secure C programming sections that show you how to write software that is more robust and less vulnerable You'll enjoy the Deitels classic treatment of procedural programming When you're finished you'll have everything you need to start building industrial strength C applications Practical example rich coverage of C programming fundamentals Compiling and debugging with GNU gcc and gdb and Visual C Key new C11 standard features Type generic expressions anonymous structures and

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Swift for Programmers Paul J. Deitel, Harvey Deitel, 2015-01-16 The professional programmer's Deitel guide to Apple's new Swift programming language for the iOS and OS X platforms Written for programmers with a background in object oriented programming in a C based language like Objective C Java C or C this book applies the Deitel signature live code approach with scores of complete working real world programs to explore the new Swift language in depth The code examples feature syntax shading code highlighting rich commenting line by line code walkthroughs and live program outputs The book features thousands of lines of proven Swift code and tips that will help you build robust applications Start with an introduction to Swift using an early classes and objects approach then rapidly move on to more advanced topics When you master the material you'll be ready to build industrial strength object oriented Swift applications

About This Book The Swift programming language was arguably the most significant announcement at Apple's 2014 Worldwide Developers Conference Although apps can still be developed in Objective C Apple says that Swift is its applications programming and systems programming language of the future Swift is a contemporary language with simpler syntax than Objective C Because Swift is new its designers were able to include popular programming language features from languages such as Objective C Java C Ruby Python and many others These features include automatic reference counting ARC type inference optionals String interpolation tuples closures lambdas extensions generics operator overloading functions with multiple return values switch statement enhancements and more We've been able to develop apps more quickly in Swift than with Objective C and the code is shorter clearer and runs faster on today's multi-core architectures Swift also eliminates the possibility of many errors common in other languages making your code more robust and secure Some of these error prevention features include no implicit conversions ARC no pointers required braces around every control statement's body assignment operators that do not return values requiring initialization of all variables and constants before they're used array bounds checking automatic checking for overflow of integer calculations and more You can combine Swift and Objective C in the same app to enhance existing Objective C apps without having to rewrite all the code Your apps will easily be able to interact with the Cocoa Cocoa Touch frameworks which are largely written in Objective C You

can also use the new Xcode playgrounds with Swift A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it This allows you to see and hear your code s results as you write it quickly find and fix errors and conveniently experiment with features of Swift and the Cocoa Cocoa Touch frameworks Practical Example Rich Coverage of Classes Objects Methods Properties Initializers Deinitializers Bridging Tuples Array and Dictionary Collections Structures Enumerations Closures ARC Inheritance Polymorphism Protocols Type Methods Type Properties Generics Strings and Characters Operator Overloading Operator Functions Custom Operators Subscripts Access Control Type Casting and Checking Nested Types Nested Methods Optionals Optional Chaining Extensions Xcode Playgrounds Intro to Cocoa Touch with a Fully Coded iOS 8 Tip Calculator App Overflow Operators Attributes Patterns More topics online IMPORTANT NOTE ABOUT XCODE AND SWIFT With Xcode 6 3 and Swift 1 2 Apple introduced several changes in Swift that affect the book s source code Please visit www.deitel.com/books/iOS8FP1 for updated source code The changes do not affect Xcode 6 2 users You can download Xcode 6 2 from developer.apple.com/downloads/index.action you ll have to log in with your Apple developer account to see the list of downloads Visit www.deitel.com Download code examples For information on Deitel s Dive Into Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel.deitel.com Join the Deitel social networking communities on Facebook at facebook.com/DeitelFan Twitter at [deitel](https://twitter.com/deitel) Google at google.com/DeitelFan LinkedIn at bit.ly/DeitelLinkedIn YouTube at youtube.com/user/DeitelTV and subscribe to the Deitel Buzz Online e mail newsletter at www.deitel.com/newsletter/subscribe.html

Java SE8 for Programmers Paul J. Deitel,Harvey Deitel,2014-03-29 The professional programmer s Deitel guide to Java SE 7 and SE 8 Java 8 development with the powerful Java platform Written for programmers with a background in high level language programming this book applies the Deitel signature live code approach to teaching programming and explores the Java language and Java APIs in depth The book presents concepts in the context of fully tested programs complete with syntax shading code highlighting line by line code walkthroughs and program outputs The book features hundreds of complete Java programs with thousands of lines of proven Java code and hundreds of tips that will help you build robust applications Start with an introduction to Java using an early classes and objects approach then rapidly move on to more advanced topics including GUI graphics exception handling lambdas streams functional interfaces object serialization concurrency generics generic collections JDBC and more You ll enjoy the Deitels classic treatment of object oriented programming and the object oriented design ATM case study including a complete Java implementation When you re finished you ll have everything you need to build industrial strength object oriented Java SE 7 and SE 8 Java 8 applications Practical Example Rich Coverage of Java SE 7 and SE 8 Java 8 Lambdas Streams Functional Interfaces with Default and Static Methods Classes Objects Encapsulation Inheritance Polymorphism Interfaces Swing and JavaFX GUIs Graphics Integrated Exception Handling Files Streams Object Serialization Multithreading and Concurrency for Optimal Multi Core Performance Generics and Generic Collections Database JDBC SQL

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Small C++ Harvey M. Deitel, Paul J. Deitel, 2005 This new briefer edition of C How to Program follows all the extensive updates made to C How to Program Fifth Edition and offers readers a concise introduction to the basics of object oriented programming in C Small C features an early object and classes approach and covers the basics of object oriented programming including classes objects encapsulation inheritance and polymorphism Provides complete programming exercises along with numerous tips recommended practices and cautions all marked with icons for writing code that is portable reusable and optimized for performance The accompanying CD ROM includes all the source code from the book A useful brief reference for programmers or anyone who wants to learn more about the C programming language

Simply Visual Basic 2008 Paul J. Deitel, Harvey M. Deitel, Greg J. Ayer, 2009 For introductory courses in Visual Basic Programming offered in departments of Information Technology Computer Science or Business Merging the concept of a lab manual with that of a conventional textbook the Deitels have crafted an innovative approach that enables students to learn programming while having a mentor like book by their side This best seller blends the Deitel™ signature Live Code™ Approach with their Application Driven™ methodology Students learn programming and Visual Basic by working through a set of applications Each tutorial builds upon previously learned concepts while learning new ones An abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas This approach makes it possible to cover a wealth of programming constructs within the Visual Basic 2008 environment Key topics include Language Integrated Query LINQ Visual Programming Framework Class Library FCL Controls Buttons TextBoxes ListBoxes Timers ComboBoxes RadioButtons Menus Dialogs Event Handling Debugger Algorithms Control Structures Methods Random Number Generation Arrays Classes Objects Collections Mouse Keyboard Event Handling Strings Files Database Graphics Multimedia GUI Design and Web applications Deitel accomplishes this by making highly technical topics as simple as possible The Third Edition is fully updated for Visual Studio 2008 Visual Basic 2008 and .NET 3.5

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Encyclopedia of Business and Finance: J-Z Burton S. Kaliski,2007 Contains over 315 alphabetically arranged articles that provide information about the major functional areas of business covering accounting economics finance information systems law management and marketing as well as organizations in business and government and federal legislation

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