

## Basic Programming Principles 3rd Edition

"This authoritative handbook reviews the breadth of current knowledge on the psychological processes that underlie social behavior. Leading investigators identify core principles that have emerged from the study of biological systems, social cognition, goals and strivings, interpersonal interactions, and group and cultural dynamics. State-of-the-science theories, methods, and findings are explained, and important directions for future research are highlighted"--

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Principles of Composite Material Mechanics, Third Edition presents a unique blend of classical and contemporary mechanics of composites technologies. While continuing to cover classical methods, this edition also includes frequent references to current state-of-the-art composites technology and research findings. New to the Third Edition Many new worked-out example problems, homework problems, figures, and references An appendix on matrix concepts and operations Coverage of particle composites, nanocomposites, nanoenhancement of conventional fiber composites, and hybrid/multiscale composites Expanded coverage of finite element modeling and test methods Easily accessible to students, this popular bestseller incorporates the most worked-out example problems and exercises of any available textbook on mechanics of composite materials. It offers a rich, comprehensive, and up-to-date foundation for students to begin their work in composite materials science and engineering. A solutions manual and PowerPoint presentations are available for qualifying instructors.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

- Understand the essential elements of programming: syntax, control, and data
- Use object-oriented and functional programming techniques to organize and clarify your programs
- Script the browser and make basic Web applications
- Work with tools like regular expressions and XMLHttpRequest objects

And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox so you can experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

PIC Microcontrollers  
The Bulgarian C# Book  
Beginning Programming For Dummies  
C# Programming in easy steps, 3rd edition  
Java Gently  
Programming

For programmers who prefer content to frills, this guide has succinct and straightforward information for putting Access to its full, individually tailored use.

A new edition of a textbook that provides students with a deep, working understanding of the essential concepts of programming languages, completely revised, with significant new material. This book provides students with a deep, working understanding of the essential concepts of programming languages. Most of these essentials relate to the interpretation (short programs that directly analyze an abstract representation of the program text) to express the semantics of many essential language elements in a way that is both clear and executable. The approach is both analytical and hands-on. The book provides views of programming languages using widely varying levels of abstraction, from low-level views. Exercises are a vital part of the text and are scattered throughout: the text explains the key concepts, and the exercises explore alternative designs and other issues. The complete Scheme code for all the interpreters and analyzers in the book can be found online through The MIT Press web site. For this new edition, each chapter includes Significant additions have been made to the text, including completely new chapters on modules and continuation-passing style. Essentials of Programming Languages can be used for both graduate and undergraduate courses, and for continuing education courses for programmers.

A non-mathematical intro to basic concepts underlying SEM with AMOS applications. An ideal companion to the AMOS manual and any stats book incorporating SEM.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Effective C++  
Programming Massively Parallel Processors

Programming Principles Explained  
An Introduction to Microelectronics

With Application to Understanding Data  
Essentials of Programming Languages, third edition

PIC Microcontrollers provides a comprehensive and fully illustrated introduction to microelectronic systems principles using the best-selling PIC16 range. Building on the success of previous editions, this third edition will enable readers to understand PIC products and related programming tools, and develop relevant design skills in order to successfully create new projects. Key features include: Initial focus on the 16F84A chip to introduce the basic architecture and programming techniques, progressing to more recently introduced devices, such as the 16F690, and comparison of the whole PIC16 range Use of the standard Microchip development software, MPLAB IDE, as well the interactive ECAD package Proteus VSM Standard Microchip demo hardware, specially designed application boards, in-circuit programming and debugging basic interfacing, motor drives, temperature control and general control system applications Numerous fully documented code examples which can be downloaded from the companion website The book is aimed principally at students of electronics on advanced vocational and undergraduate courses, as well as home enthusiasts and professional engineers seeking to incorporate microcontrollers into industrial applications. A focus on the 16F84A as the starting point for introducing the basic programming principles and architecture of the PIC, progressing to newer chips in the 16F range, in particular the 16F690, and Microchip starter kits How to use the free Microchip development environment MPLAB IDE, plus Proteus VSM interactive electronic design software, to develop your own applications Numerous fully-documented, working code examples downloadable from the companion website

Essential MATLAB for Engineers and Scientists, Third Edition, is an essential guide to MATLAB as a problem-solving tool. It presents MATLAB both as a mathematical tool and a programming language, giving a concise and easy-to-master introduction to its potential and power. Stressing the importance of a structured approach to problem solving, the text provides a step-by-step method for program design and algorithm development. It includes numerous simple exercises for hands-on learning, a chapter on algorithm development and program design, and a concise introduction to useful topics for solving problems in later engineering and science courses: vectors as arrays, arrays of characters, GUIs, advanced graphics, and simulation and numerical methods. The text is ideal for undergraduates in engineering and science taking a course on Matlab. Numerous simple exercises give hands-on learning A chapter on algorithm development and program design Common errors and pitfalls highlighted Concise introduction to useful topics for solving problems in later engineering and science courses: vectors as arrays, arrays of characters, GUIs, advanced graphics, simulation and numerical methods A new chapter on dynamical systems shows how a structured approach is used to solve more complex problems. Text and graphics in four colour

The book combines history with academic notes for use at the university level, presenting design examples from actual jobs with applications and detailing for the practicing engineer. Chapter 1 tells the history of post-tensioned concrete as only Ken Bondy can tell it. Chapters 2-8 are the notes Dirk Bondy uses to teach Design of Prestressed Concrete Structures at UCLA and Cal Poly-San Luis Obispo. Chapters 9-13 are design examples that address many of the decisions faced by practicing engineers on typical projects. Chapters 13-14 cover the art of detailing and observing the construction of post-tensioned concrete. This knowledge was obtained over many years of working on our own projects and listening and learning from the pioneers of post-tensioned concrete. Chapter 15 covers the slab on grade industry, which represents more sales of post-tensioning tendons than all other post-tensioning applications combined. Chapter 16 discusses the challenging application of post-tensioning-external post-tensioning.

By introducing the principles of programming languages, using the Java language as a support, Gilles Dowek provides the necessary fundamentals of this language as a first objective. It is important to realise that knowledge of a single programming language is not really enough. To be a good programmer, you should be familiar with several languages and be able to learn new ones. In order to do this, you'll need to understand universal concepts, such as functions or cells, which exist in one form or another in all programming languages. The most effective way to understand these universal concepts is to compare two or more languages. In this book, the author has chosen CamL and C. To understand the principles of programming languages, it is also important to learn how to precisely define the meaning of a program, and tools for doing so are discussed. Finally, there is coverage of basic algorithms for lists and trees. Written for students, this book presents what all scientists and engineers should know about programming languages.

The Design and Evolution of C++  
Principles and Practice Using C++

Eloquent JavaScript  
Principles of Composite Material Mechanics, Third Edition

Handbook of Basic Principles  
The C Programming Language

Completely revised and updated, this bestselling introduction to programming in JavaScript focuses on writing real applications. JavaScript has been at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of Java-Script and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Havebeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to:

- Understand the essential elements of programming, including syntax, control, and data
- Organize and clarify your code with object-oriented and functional programming techniques
- Script the browser and make basic web applications
- Use the DOM effectively to interact with browsers
- Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? \* All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly.

Programming Massively Parallel Processors: A Hands-on Approach. Second Edition, teaches students how to program massively parallel processors. It offers a detailed discussion of various techniques for constructing parallel programs. Case studies are used to demonstrate the development process, which begins with computational thinking and ends with effective and efficient parallel programs. This guide shows both student and professional alike the basic concepts of parallel programming and GPU architecture. Topics of performance, floating-point format, parallel patterns, and dynamic parallelism are covered in depth. This revised edition contains more parallel programming examples, commonly-used libraries such as Thrust, and explanations of the latest tools. It also provides new coverage of CUDA 5.0, improved performance, enhanced development tools, increased hardware support, and more, increased coverage of related technology, OpenCL, and new material on algorithm patterns, GPU clusters, host programming, and data parallelism; and two new case studies (on MRI reconstruction and molecular visualization) that explore the latest applications of CUDA and GPUs for scientific research and high-performance computing. This book should be a valuable resource for advanced students, software engineers, programmers, and hardware engineers. New coverage of CUDA 5.0, improved performance, enhanced development tools, increased hardware support, and more Increased coverage of related technology, OpenCL, and new material on algorithm patterns, GPU clusters, host programming, and data parallelism Two new case studies (on MRI reconstruction and molecular visualization) explore the latest applications of CUDA and GPUs for scientific research and high-performance computing

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

Featuring a full color design with a wide range of photos and figures that reflect today's construction practices, this Fourth Edition has been updated throughout to ensure that students stay current with industry standards and trends. Known for its basic, step-by-step approach, RESIDENTIAL CONSTRUCTION ACADEMY: BASIC PRINCIPLES FOR CONSTRUCTION, 4E, is ideal for those beginning a career in the building trades industry. Readers will find thorough, up-to-date coverage of basic skills and important tasks necessary for success in the field, such as work ethics, safety procedures, construction mathematics, communications, printing reading, and common tools. Unlike traditional building trade volumes, Huth's popular book also provides information on construction careers. Created in partnership with the Home Builders Institute (HBI), the workforce development arm of the National Association of Home Builders (NAHB), the Residential Construction Academy Series is the only program based on the National Skill Standards for residential construction. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Post-Tensioned Concrete: Principles and Practice, Third Edition  
Fundamentals of Computer Programming with C#  
Catalog of Copyright Entries, Third Series

Structural Equation Modeling With AMOS  
Social Psychology, Third Edition

Basic Concepts, Applications, and Programming  
Includes Part 1, Number 2: Books and Pamphlets, Including Serials and Contributions to Periodicals July - December)

Do you think the programmers who work at your office are magical wizards who hold special powers that manipulate your computer? Believe it or not, anyone can learn how to write programs, and it doesn 't take a higher math and science education to start. Beginning Programming for Dummies shows you how computer programming works without all the technical details or hard programming language. It explores the common parts of every computer programming language and how to write for multiple platforms like Windows, Mac OS X, or Linux. This easily accessible guide provides you with the tools you need to: Create programs and divide them into subprograms Develop variables and use constants Manipulate strings and convert them into numbers Use an array as storage space Reuse and rewrite code Isolate data Create a user interface Write programs for the Internet Utilize JavaScript and Java Applets In addition to these essential building blocks, this guide features a companion CD-ROM containing Liberty BASIC compiler and code in several languages. It also provides valuable programming resources and lets you in on cool careers for programmers. With Beginning Programming of Dummies, you can take charge of your computer and begin programming today!

The inventor of C++ gives perhaps the most important introduction to programming ever written. An Introduction to Programming by the Inventor of C++ Preparation for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

Access Database Design & Programming  
Books in Print

Forecasting: principles and practice  
Understanding GPS/GNSS: Principles and Applications, Third Edition

Concepts Of Programming Languages  
50 Specific Ways to Improve Your Programs and Designs

Programming Principles and Practice Using C++ Pearson Education

This excellent addition to the UTICS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

Forecasting is required in many situations. Stocking an inventory may require forecasts of demand months in advance. Telecommunication routing requires traffic forecasts a few minutes ahead. Whatever the circumstances or time horizons involved, forecasting is an important aid in effective and efficient planning. This textbook provides a comprehensive introduction to forecasting methods and presents enough information about each method for readers to use them sensibly.

Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

Python Programming  
Scientific and Technical Books in Print

A Modern Introduction to Programming  
TOGAF® 9 Foundation Study Guide - 3rd Edition

1962: July-December  
Encyclopedia of Mathematics Education

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

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 books 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

Provides a complete and user-friendly introduction to the Delphi programming language and Object Pascal.

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

Design, Evaluation, and Implementation  
Essential MATLAB for Engineers and Scientists

Python Programming for the Absolute Beginner: CD-ROM  
Programming Languages: Principles and Practices

An Introduction to Computer Science  
This title is a Study Guide for TOGAF® 9 Foundation. It gives an overview of every learning objective for the TOGAF 9 Foundation Syllabus and in-depth coverage on preparing and taking the TOGAF 9 Part 1 Examination. It is specifically designed to help individuals prepare for certification. This Study Guide is excellent material for:

- Individuals who require a basic understanding of TOGAF 9;
- Professionals who are working in roles associated with an architecture project such as those responsible for planning, execution, development, delivery, and operation;
- Architects who are looking for a first introduction to TOGAF 9;
- Architects who want to achieve Level 2 certification in a stepwise manner and have not previously qualified as TOGAF 8 Certified. A prior knowledge of enterprise architecture is advantageous but not required. While reading this Study Guide, the reader should also refer to the TOGAF Version 9.1 documentation (manual), available as hard copy and eBook, from [www.vanharan.net](http://www.vanharan.net) and online booksellers, and also available online at [www.opengroup.org](http://www.opengroup.org).

The third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 Including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A web site containing quizzes, examples, FAQs, a discussion board and email contact with the author and the Java Gently team can be found at [www.booksites.net](http://www.booksites.net) Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing. This thoroughly updated third edition of an Artech House bestseller brings together a team of leading experts providing a current and comprehensive treatment of global navigation satellite systems (GNSS) that readers won't find in other resources. Packed with brand new material, this third edition includes new chapters on the system engineering details of GPS, European Galileo system, Chinese Beidou system, Chinese Beidou system, GLOMASS, and regional systems, such as Quasi-Zenith Satellite System (QZSS) and Navigation with Indian Constellation (NavIC). Readers also find new coverage of GNSS receivers, disruptions, errors, stand-alone GNSS performance, differential and precise point positioning. This single-source reference provides both a quick overview of GNSS essentials and an in-depth treatment of advanced topics and explores all the latest advances in technology, applications, and systems. Readers are guided in the development of new applications and on how to evaluate their performance. It explains all the differential GNSS services available to help decide which is best for a particular application. The book discusses the integration of GNSS with other sensors and network assistance. Readers learn how to build GNSS receivers and integrate them into navigational and communications equipment. Moreover, this unique volume helps determine how technology is affecting the marketplace and where best to invest in a company's resources.

Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Computation and Programming Using Python, second edition  
The C++ Programming Language

Discover Delphi  
Principles of Programming Languages

Residential Construction Academy: Basic Principles for Construction  
Eloquent JavaScript, 3rd Edition

First published in 2001, Routledge is an imprint of Taylor & Francis.

In-depth case studies of representative languages from five generations of programming language design (Fortran, Algol-60, Pascal, Ada, LISP, Smalltalk, and Prolog) are used to illustrate larger themes. --BOOK JACKET.

Learn C# language basics, including variables, arrays, logic, looping, methods, and classes, and then move on to Object Oriented Programming -- all in easy steps! Modern coding with C# 10 and .NET 6. Updated for Visual Studio 2022 C# Programming in easy steps, 3rd teaches you how to code applications and demonstrates every aspect of the C# language you will need to produce professional programming results. Its examples provide clear syntax-highlighted code showing C# language basics including variables, arrays, logic, looping, methods, and classes. The book begins by explaining how to install the free Visual Studio Community Edition, to create an environment in which you can quickly begin to create your own executable programs by copying the book's examples. It demonstrates all the C# language basics before moving on to provide examples of Object Oriented Programming. It concludes by demonstrating how you can use your acquired knowledge to create graphic programs for traditional PC Desktop apps, and also as Universal apps for multiple devices. You need have no previous knowledge of any programming language, so it's ideal for the newcomer to computer programming. Also ideal for:

- Programmers moving from another programming language
- Students who are studying C# programming at school or college
- Those seeking a career in computing who need a fundamental understanding of procedural programming

Free, downloadable sample code is available to download from our website for checking against your own work. Table of Contents 1. Getting started 2. Storing values 3. Performing operations 4. Making statements 5. Devising methods 6. Handling strings 7. Accessing files 8. Solving problems 9. Creating objects 10. Controlling events 11. Building an application 12. Targeting devices

Principles and Practice  
Practical C++ Programming

Computer Graphics  
Programming Languages: Principles and Paradigms

A Hands-on Approach