

Deitel C How To Program Sdocuments2

The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information For Introduction to Programming (CS1) and other more intermediate courses covering programming in C++. Also appropriate as a supplement for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming 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. The Eighth Edition encourages students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers.

45695-4 The Complete, authoritative introduction to Visual Basic 6 Visual Basic 6 is revolutionizing software development with multimedia-intensive, object-oriented, compiled code for conventional and Internet/Intranet-based applications. This new volumes in the Deitels' How to Program Series -- the world's most widely used introductory/intermediate, college-level programming language textbook series -- explains Visual Basic 6's extraordinary capabilities. Dr Harvey M. Deitel and Paul J. Deitel are the principals of Deitel & Associates, Inc., the internationally-recognized training organizations specializing in Java, C, C++, Visual Basic and object technologies. They are also the authors of the world's #1 introductory C, C++ and Java textbooks -- C How to Program, C++ How to Program, and Java How to Program. The Deitels and their colleague, Tem R. Nieto, introduce the fundamentals of object-oriented programming in Visual Basic 6. ADO * Multimedia: Images, animation, audio, video * Files, databases, networking * Graphics, string, data structures, collections * GUI, control creation Visual Basic 6 How to Program helps you build real-world VB6 applications. It includes: * Hundreds of live-code programs with screen captures that show exact outputs * Extensive exercises (many with answers) accompanying every chapter * Hundreds of tips, recommended practices, and cautions -- all marked with icons Visual Basic How to Program is the centerpiece of a complete family of resources for teaching and learning VB6, including a Web site (<http://www.prenhall.com.deitel>) with the book's source-code examples and other information for faculty, students and professional programmers; and optional interactive CD-ROM (Visual Basic 6 Multimedia Cyber Classroom) containing extensive interactivity features -- such as thousands of hyperlinks, audio walkthroughs of the code examples and solutions to about half the exercises in Visual Basic 6 How to Program -- and e-mail access to the authors at deitel@deitel.com For information on corporate on-site seminars Basic software, documentation and demos <http://www.microsoft.com/vbasic> or <http://www.developer>.

Programming with C++20 teaches programmers with C++ experience the new features of C++20 and how to apply them. It does so by assuming C++11 knowledge. Elements of the standards between C++11 and C++20 will be briefly introduced, if necessary. However, the focus is on teaching the features of C++20. You will start with learning about the so-called big four Concepts, Coroutines, `std::ranges`, and modules. The big four a followed by smaller yet not less important features. You will learn about `std::format`, the new way to format a string in C++. In chapter 6, you will learn about a new operator, the so-called spaceship operator, which makes you write less code. You then will look at

various improvements of the language, ensuring more consistency and reducing surprises. You will learn how lambdas improved in C++20 and what new elements you can now pass as non-type template parameters. Your next stop is the improvements to the STL. Of course, you will not end this book without learning about what happened in the constexpr-world.

Concepts, Coroutines, Ranges, and more

Simply C++

A Handbook of Agile Software Craftsmanship

C

Android How to Program

The professional programmer's Deitel® guide to Python® with introductory artificial intelligence case studies Written for programmers with a background in another high-level language, Python for Programmers uses hands-on instruction to teach today's most cutting-edge computing technologies and programming in Python—one of the world's most popular and fastest-growing languages. Please read the Table of Contents diagram inside front cover and the Preface for more details. In the context of 500+, real-world examples ranging from individual snippets to 40 large scripts and full implementation case studies use the interactive IPython interpreter with code in Jupyter Notebooks to quickly master the latest Python coding idioms. After covering Python Chapters 1-5 and a few key parts of Chapters 6-7, you'll be able to handle significant portions of the hands-on introductory case studies in Chapters 11-16, which are loaded with cool, powerful, contemporary examples that include natural language processing, data mining Twitter® for sentiment analysis, cognitive computing with IBM® Watson™, supervised machine learning with classification and regression, unsupervised machine learning with clustering, computer vision through deep learning with convolutional neural networks, deep learning with recurrent neural networks, big data with Hadoop®, Spark™ and NoSQL databases, the Internet of Things and more. You'll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebook Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON serialization, CSV, exceptions Procedural, functional-style and object-oriented programming Collections: Lists, tuples, dictionaries, sets, NumPy arrays, pandas Series & DataFrames Static, dynamic and interactive visualizations Data experiences with world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn Keras and more Accompanying code examples are available here: http://ptgmedia.pearson.com/imprint_downloads/informit/bookreg/9780135224335/9780135224335_examples Register your product for convenient access to downloads, updates, and/or corrections that become available. See inside book for more information.

This is the eBook of the printed book and may not include any media, website access or print supplements that may come packaged with the bound book. The Deitels' groundb

How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing software for an automated teller machine. The Eighth Edition of this acclaimed text is current with the Java SE 6 updates that have occurred since the book was last published. Late Objects Version delays coverage of class development until Chapter 8, presenting control structures, methods and arrays material in a non-object-oriented, procedural programming context.

This New Book By The World S Leading Programming-Language Textbook Authors Carefully Explains Xml Based System Developments, Including Programming Multi-Tier, Client/Server Database-Oriented, Internet And World-Wide-Web-Based Applications In Xml, How To Program, The Deitels And Their Colleagues, Tem R. Nieto, Ted Lin And Praveen Sadhu Discuss.

PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Street 95-Page OOD/UML® 2 ATM Case Study Standard Template Library (STL): Containers, Iterators and Algorithms I/O, Types, Control Statements, Functions Arrays, Vectors, Pointers References String Class, C-Style Strings Operator Overloading, Templates Exception Handling Files Bit and Character Manipulation Boost Libraries and the Future of C++ GNU™ and C++® Debuggers And more... VISIT WWW.DEITEL.COM For information on Deitel® Dive-Into® Series corporate training courses offered at customer sites worldwide (or write deitel@deitel.com) Download code examples Check out the growing list of programming 2.0 and software-related Resource Centers To receive updates for this book, subscribe free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe Read archived issues of the DEITEL® BUZZ ONLINE The professional programmer's DEITEL® guide to C++ and object-oriented application development 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 C++ language and C++ Standard Libraries in depth. 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 240 C++ applications with over 15,000 lines of proven C++ and hundreds of tips that will help you build robust applications. Start with an introduction to C++ using an early classes and objects approach, then rapidly move on to more advanced topics, including templates, exception handling, the Standard Template Library (STL) and selected features from the Boost libraries. You'll enjoy the Deitels' classic treatment of object-oriented programming and the OOD/UML® 2 ATM case study, including a complete C++ implementation. When you're finished, you'll have everything you need to build object-oriented C++ applications. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including C++, .NET, web services, Internet and web development and more. PRE-PUBLICATION REVIEWER TESTIMONIALS "An excellent 'objects first' coverage of C++. The example-driven presentation is enriched by the optional UML case study that contextualizes the material in an ongoing software engineering project." –Gavin Osborne, Saskatchewan Institute of Applied Science and Technology "Introducing the UML early on is a great idea." –Raymond Stephenson, Microsoft "Good use of diagrams, especially of the activation call stack and recursive functions." –Amar Raheja, California State Polytechnic University, Pomona "Te

discussion of pointers—probably the best I have seen.” –Anne B. Horton, Lockheed Martin
“Great coverage of polymorphism and how the compiler implements polymorphism ‘under the hood.’” –Ed James-Beckham, Borland “The Boost/C++Ox chapter will get you up and running quickly with the memory management and regular expression libraries, plus what your program needs for new C++ features being standardized.” –Ed Brey, Kohler Co. “Excellent introduction to the Standard Template Library (STL). The best book on C++ programming!” –Richard Albright, Goldey-Beacom College “Just when you think you are focused on learning one topic, suddenly you discover you’ve learned more than you expected.” –Chad Willwerth, University of Washington, Tacoma “The most thorough C++ treatment I’ve seen. Replete with real-world case studies covering the full software development lifecycle. Code examples are extraordinary!” –Terrell Hull, Logicalis Integration Solutions/

International Edition

C How to Program

Visual Basic 2012 How to Program, International Edition

C# 6 for Programmers

Java

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

This book provides comprehensive coverage of object-oriented programming in Visual C++, including several major integrated case studies: the GradeBook class, the Time class, the Employee class and the optional OOD/UML- the industry-standard object-oriented system modeling language.

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.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The professional programmer's Deitel® guide to C# 6 and object-oriented development for Windows® Written for programmers with a background in high-level language programming, C# 6 for Programmers applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# 6 and .NET in depth. Concepts are presented in the context of 170+ fully coded and tested apps, complete with syntax shading, code highlighting, code walkthroughs, program outputs and hundreds of savvy software-development tips. Start with an introduction to C# using an early classes and objects approach, then rapidly move on to more advanced topics, including LINQ,

asynchronous programming with `async` and `await` and more. You'll enjoy the treatment of object-oriented programming and an object-oriented design/UML® ATM case study, including a complete C# implementation. When you've mastered the book, you'll be ready to start building industrial-strength, object-oriented C# apps. Paul Deitel and Harvey Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages authoring and corporate training organization. Millions of people worldwide have used Deitel textbooks, professional books, LiveLessons™ video products, e-books, resource centers and REVEL™ interactive multimedia courses with integrated labs and assessment to master major programming languages and platforms, including C#, C++, C, Java™, Android™ app development, iOS app development, Swift™, Visual Basic®, Python™ and Internet and web programming. Features:

- Use with Windows® 7, 8 or 10.
- Integrated coverage of new C# 6 functionality: string interpolation, expression-bodied methods and properties, auto-implemented property initializers, getter-only properties, `nameof`, null-conditional operator, exception filters and more.
- Entertaining and challenging code examples.
- Deep treatment of classes, objects, inheritance, polymorphism and interfaces.
- Generics, LINQ and generic collections; PLINQ (Parallel LINQ) for multicore performance.
- Asynchronous programming with `async` and `await`; functional programming with lambdas, delegates and immutability.
- Files; relational database with LINQ to Entities.
- Object-oriented design ATM case study with full code implementation.
- Emphasis on performance and software engineering principles

Java SE 8 for Programmers

JavaScript for Programmers

C++ how to Program

C++ in the Lab

C How To Program (cd) 4th Edition

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives students a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

C How to Program, 6e, is ideal for introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. This text provides a valuable reference for programmers and anyone interested in learning the C programming language. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitels'

signature “Live-Code™ Approach,” this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps readers interpret the code more effectively.

The Deitels' 'How to Program' books offer unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This complete, authoritative introduction to C programming offers treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs.

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 unions, memory alignment, enhanced Unicode® support, `_Static_assert`, `quick_exit` and `at_quick_exit`, `_Noreturn` function specifier, C11 headers C11 multithreading for enhanced performance on today's multicore systems Secure C Programming sections Data structures, searching and sorting Order of evaluation issues, preprocessor Designated initializers, compound literals, `bool` type, complex numbers, variable-length arrays, restricted pointers, type generic math, inline functions, and more. Visit www.deitel.com For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Download

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C++ How to Program, Early Objects, Student Value Edition Plus Myprogramminglab with Pearson Etext -- Access Card Package

Java 9 for Programmers

Xml: How To Program (With Cd)

C++ Student Solutions Manual to Accompany C++ How to Program C++ for Programmers

C# builds on the skills already mastered by C++ and Java programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

On t.p. of previous ed., H.M. Deitel's name appears first.

This Lab Manual is designed to accompany the book, "C++ How to Program, Third Edition" in a laboratory environment. It offers hundreds of exercises that cover introductory and intermediate C++ programming concepts by enabling users to "learn by doing"--a core philosophy at Deitel & Associates, Inc. It contains comprehensive lab activities for Chapters 1 through 8 of the book and suggested labs for the remainder of the book. The labs assume that users will take approximately 2 hours of closed lab time, and each comprehensive lab includes objectives, key concepts, a lab activity, conclusions, and assignments. The Lab Manual also contains electronic files for all the necessary program and data files. This Edition covers every key concept and technique ANSI C++ developers need to master: control structures, functions, arrays, pointers and strings, classes and data abstraction, operator overloading, inheritance, virtual functions, polymorphism, I/O, templates, exception handling, file processing, data structures, and more. It also includes a detailed introduction to Standard Template Library (STL) containers, container adapters, algorithms, and iterators. The accompanying CD-ROM includes all code from the book, plus Microsoft's Visual C++ 6.0, Introductory Edition. For anyone who wants to learn C++, improve their existing C++ skills, and master object-oriented development with C++.

C#

C How to Program, Global Edition

C Programming

The Rust Programming Language (Covers Rust 2018)

C for Programmers with an Introduction to C11

The official book on the Rust programming language, written by the

Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits***
- Using Rust's memory safety guarantees to build fast, safe programs***
- Testing, error handling, and effective refactoring***
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching***
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies***
- How best to use Rust's advanced compiler with compiler-led programming techniques***

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Programming in C is an introductory-level text book which follows a practical approach to help the students learn programming in a procedural manner. It discusses the line-by-line explanation of concepts and logic, used in the programs. All the programs in the book are fully-tested and compiled.

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. For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

0134227026 / 9780134227023 C How to Program Plus MyProgrammingLab with Pearson eText -- Access Card Package 8/e Package consists of: 0133976890 / 9780133976892 C How to Program 0134225341 / 9780134225340 MyProgrammingLab with Pearson eText -- Standalone Access Card -- for C How to Program Late Objects Version

with Big Data and Artificial Intelligence Case Studies

C# for Programmers

Programming with C++ 20

Lab Manual to Accompany C++ how to Program (3rd Ed.)

For introductory courses in C Programming. Also for courses in Programming for Engineers, Programming for Business, and Programming for Technology. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. Using the Deitels' signature Live-Code Approach, this complete, authoritative introduction to C programming offers strong treatment of structured algorithm and program development in ANSI/ISO C with 150 working C programs. Includes rich, 300-page treatment of object-oriented programming in C++ that helps students interpret the code more effectively.

Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth ... "

For courses in C++ - Introduction to Programming. Readers build practical, real-world applications that incorporate C++ programming fundamentals.

Readers build and execute complete applications from start to finish while learning the basics of programming from the ground up.

This exciting new Second Edition of the Deitels' best-selling Visual Basic textbook carefully explains how to use Visual Basic .NET- a premier language in Microsoft's new .NET initiative - as a general-purpose programming language and how to program multi-tier, client/server, database-intensive, Internet- and Web-based .NET applications.

Java How to Program

C # How To Program

The CERT C Secure Coding Standard

Clean Code

Python for Programmers

“I’m an enthusiastic supporter of the CERT Secure Coding Initiative.

Programmers have lots of sources of advice on correctness, clarity, maintainability, performance, and even safety. Advice on how specific language features affect security has been missing. The CERT® C Secure Coding Standard fills this need.” –Randy Meyers, Chairman of ANSI C “For years we

have relied upon the CERT/CC to publish advisories documenting an endless stream of security problems. Now CERT has embodied the advice of leading technical experts to give programmers and managers the practical guidance needed to avoid those problems in new applications and to help secure legacy systems. Well done!” –Dr. Thomas Plum, founder of Plum Hall, Inc. “Connectivity

has sharply increased the need for secure, hacker-safe applications. By combining this CERT standard with other safety guidelines, customers gain all-round protection and approach the goal of zero-defect software.” –Chris Tapp,

Field Applications Engineer, LDRA Ltd. “I’ve found this standard to be an indispensable collection of expert information on exactly how modern software systems fail in practice. It is the perfect place to start for establishing internal secure coding guidelines. You won’t find this information elsewhere, and, when it comes to software security, what you don’t know is often exactly what hurts you.”

–John McDonald, coauthor of The Art of Software Security Assessment Software security has major implications for the operations and assets of organizations, as well as for the welfare of individuals. To create secure software, developers must know where the dangers lie. Secure programming in C can be more difficult than even many experienced programmers believe. This book is an essential desktop reference documenting the first official release of The CERT® C Secure Coding Standard . The standard itemizes those coding errors that are the root causes of software vulnerabilities in C and prioritizes them by severity, likelihood of exploitation, and remediation costs. Each guideline provides examples of insecure code as well as secure, alternative implementations. If uniformly applied, these guidelines will eliminate the critical coding errors that lead to buffer overflows, format string vulnerabilities, integer overflow, and other common software vulnerabilities.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Android How to Program, Second Edition provides a clear and entertaining App-driven introduction to Android 4.3 and 4.4 development for both introductory- and intermediate-level programming courses. It also serves as a great reference and tutorial to learn Android programming. The Deitels' App-driven Approach is simply the best way to master Android programming! The Deitels teach Android programming through seven complete, working Android Apps in the print book and more online. Each chapter presents new concepts through a single App. The authors first provide an introduction to the app, an app test-drive showing one or more sample executions, and a technologies overview. Next, the authors proceed with a detailed code walkthrough of the app's source code in which they discuss the programming concepts and demonstrate the functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs.

KEY BENEFIT: An exciting addition to the best-selling How to Program series, Python How to Program, provides a comprehensive introduction to the Python programming language. **KEY TOPICS:** Covers introductory programming techniques as well as more advanced topics such as graphical user interfaces, databases, wireless Internet programming, networking and multimedia. Signature “Live-Code™ Approach”— features thousands of lines of code in hundreds of complete working programs. Full chapter on Web accessibility for people with disabilities. Readers will learn principles that are applicable to both systems development and Web programming. Contains an extensive set of interesting exercises and substantial projects. **MARKET:** Ideal for anyone interested in learning to program with Python.

For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers

a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

C Plus Plus How To Program

C++ How to program

Python How to Program

How to Program

Visual Basic.Net

The professional programmer's Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code, and hundreds of software-development 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 JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBC™ and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) 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 9 applications. New Java® 9 Features Java® 9's Platform Module System Interactive Java via JShell—Java 9's REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, "Programming to an Interface not an Implementation" Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder Files, I/O Streams, XML Serialization Concurrency for Optimal Multi-

Core Performance, JavaFX Concurrency APIs Generics and Generic Collections Recursion, Database (JDBC™ and JPA) Keep in Touch Contact the authors at: deitel@deitel.com Join the Deitel social media communities LinkedIn® at bit.ly/DeitelLinkedIn Facebook® at facebook.com/DeitelFan Twitter® at twitter.com/deitel YouTube™ at youtube.com/DeitelTV Subscribe to the Deitel ® Buzz e-mail newsletter at www.deitel.com/newsletter/subscribe.html For source code and updates, visit: www.deitel.com/books/Java9FP

Appropriate for all basic-to-intermediate level courses in Visual Basic 2012 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, the book introduces all facets of the Visual Basic 2012 language through a hands-on approach with hundreds of working programs.

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