

Java For Dummies 5th Edition

Two complete e-books covering Java and Android application development for one low price! This unique value-priced e-book set brings together two bestselling For Dummies books in a single e-book file. Including a comprehensive table of contents and the full text of each book, complete with cover, this e-book set gives you in-depth information on using the Java language to create powerful Android applications for mobile devices. Best of all, you'll pay less than the cost of each book purchased separately. You'll get the complete text of: Java For Dummies, 5th Edition, which shows you how to Master object-oriented programming and use J2SE 7.0 and JDK 7 Work with new libraries, closure, parallel frameworks, and other new features Create basic Java objects and reuse code Handle exceptions and events and work with variables, arrays, and collections Android Application Development For Dummies, 2nd Edition, which covers Creating amazing apps for the latest Android smartphones and tablets How to download and install the SDK and start working with the JDK tools Directions for adapting your existing phone apps for use on Android tablets Steps for publishing your apps to the Google Play Store About the authors Barry Burd, PhD, author of Java For Dummies, is a professor of mathematics and computer science and a frequent contributor to online technology resources. Michael Burton is a Groupon software engineer and the creator of Groupon, Digg, TripIt, OpenTable, and many other Android apps. Donn Felker is an Android programmer, Microsoft ASP Insider, and MCTS in Web Client Development for .NET 2.0 and 3.5. They are coauthors of Android Application Development For Dummies, 2nd Edition.

Quickly create Web sites with this powerful tool Use this free and easy programming language for e-commercesites and blogs If you need to build Web and database applications quickly butyou don't dream in computer code, take heart! Ruby on Rails wascreated for you, and this book will have you up and running in notime. The Ruby scripting language and the Rails framework let youcreate full-featured Web applications fast. It's even fun! Discover how to Install and run Ruby and Rails Use the RadRails IDE Create a blog with Ruby Connect your Web site to a database Build a shopping cart Explore Ruby's syntax

A new edition of the bestselling guide to Java If you want to learn to speak the world's most popular programming language like a native, Java For Dummies is your ideal companion. With a focus on reusing existing code, it quickly and easily shows you how to create basic Java objects, work with Java classes and methods, understand the value of variables, learn to control program flow with loops or decision-making statements, and so much more! Java is everywhere, runs on almost any computer, and is the engine that drives the coolest applications. Written for anyone who's ever wanted to tackle programming with Java but never knew quite where to begin, this bestselling guide is your ticket to success! Featuring updates on everything you'll encounter in Java 9—and brimming with tons of step-by-step instruction—it's the perfect resource to get you up and running with Java in a jiffy! Discover the latest features and tools in Java 9 Learn to combine several smaller programs to create a bigger program Create basic Java objects and reuse code Confidently handle exceptions and events If you're ready to jump into Java, this bestselling guide will help keep your head above water! Explore the engine that drives the internet It takes a powerful suite of technologies to drive the most-visited websites in the world. PHP, MySQL, JavaScript, and other web-building languages serve as the foundation for application development and programming projects at all levels of the web. Dig into this all-in-one book to get a grasp on these in-demand skills, and figure out how to apply them to become a professional web builder. You'll get valuable information from seven handy books covering the pieces of web programming, HTML5 & CSS3, JavaScript, PHP, MySQL, creating object-oriented programs, and using PHP frameworks. Helps you grasp the technologies that power web applications Covers PHP version 7.2 Includes coverage of the latest updates in web development Perfect for developers to use to solve problems This book is ideal for the inexperienced programmer interested in adding these skills to their toolbox. New coders who've made it through an online course or boot camp will also find great value in how this book builds on what you already know.

WordPress For Dummies

A Handbook of Agile Software Craftsmanship

Java for Dummies

Beginning Programming with C++ For Dummies

Practical Programming for Total Beginners

The top-selling beginning Java book is now fully updated for Java 7! Java is the platform-independent, object-oriented programming language used for developing web and mobile applications. The revised version offers new functionality and features that have programmers excited, and this popular guide covers them all. This book helps programmers create basic Java objects and learn when they can reuse existing code. It's just what inexperienced Java developers need to get going quickly with Java 2 Standard Edition 7.0 (J2SE 7.0) and Java Development Kit 7.0 (JDK 7). Explores how the new version of Java offers more robust functionality and new features such as closures to keep Java competitive with more syntax-friendly languages like Python and Ruby Covers object-oriented programming basics with Java, code reuse, the essentials of creating a Java program using the new JDK 7, creating basic Java objects, and new Eclipse features A companion web site offers all code from the book and bonus chapters Written by a Java trainer, Java For Dummies, 5th Edition will enable even novice programmers to start creating Java applications quickly and easily.

What is this book about? JavaScript is the language of the Web. Used for programming all major browsers, JavaScript gives you the ability to enhance your web site by creating interactive, dynamic, and personalized pages. Our focus in this book is on client-side scripting, but JavaScript is also hugely popular as a scripting language in server-side environments, a subject that we cover in later chapters. What does this book cover? Beginning JavaScript assumes no prior knowledge of programming languages, but will teach you all the fundamental concepts that you need as you progress. After covering the core JavaScript language, you'll move on to learn about more advanced techniques, including Dynamic HTML, using cookies, debugging techniques, and server-side scripting with ASP. By the end of this book, you will have mastered the art of using JavaScript to create dynamic and professional-looking web pages. Here are a few of the things you'll learn in this book: Fundamental programming concepts Comprehensive practical tutorial in JavaScript Cross-browser scripting, including Netscape 6 Cookie creation and use Plug-ins and ActiveX controls Dynamic HTML Scripting the W3C DOM Server-side JavaScript with ASP Who is this book for? This book is for anyone who wants to learn JavaScript. You will need a very basic knowledge of HTML, but no prior programming experience is necessary. Whether you want to pick up some programming skills, or want to find out how to transfer your existing programming knowledge to the Web, then this book is for you. All you need is a text editor (like Notepad) and a browser, and you're ready to go!

Windows may rule the world of popular computing on PCs around the globe, but DOS still has a place in the hearts and minds of computer users who vaguely remember what a C prompt looks like. Even if DOS (with all its arcane commands and its drab, boring look) isn't your idea of the best way to get things done on a PC, you'll find plenty of fast and friendly help on hand with the third edition of DOS For Dummies. Here's a plain-speaking reference guide to all the command-line stuff and nonsense that makes DOS work, whether you're a native DOS user or are an occasional dabbler who needs the operating system to run all those cool games under Windows. DOS For Dummies, 3rd Edition, avoids all the technical jargon to cut to the heart of things with clear, easy-to-understand explanations and step-by-step help for Changing disks and drives Dealing with the DOS prompt Managing files Running DOS inside Windows Installing and running DOS-based software programs Working with the printer and serial ports Using the mouse and keyboard Troubleshooting problems Understanding DOS error messages All the basic DOS commands, from APPEND to XCOPY, are demystified to make life in DOS much more bearable. This handy guide has plenty of helpful tips and tricks for bending DOS to your will, without having to dedicate your life (and all your free time) to mastering this little corner of the PC. Author Dan Gookin's first edition of DOS For Dummies became an international best-seller. He considers himself a computer "guru" whose job it is to remind everyone that computers are not to be taken too seriously. His approach to computers is light and humorous, yet very informative. Gookin mixes his knowledge of computers with a unique, dry sense of humor that keeps you informed - and awake.

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

An Introduction to Real-World Programming with Java

Professional Java for Web Applications

Java for Absolute Beginners

Learning Python

Java and Android Application Development For Dummies eBook Set

The comprehensive Wrox guide for creating Java web applications for the enterprise This guide shows Java software developers and software engineers how to build complex web applications in an enterprise environment. You'll begin with an introduction to the Java Enterprise Edition and the basic web application, then set up a development application server environment, learn about the tools used in the development process, and explore numerous Java technologies and practices. The book covers industry-standard tools and technologies, specific technologies, and underlying programming concepts. Java is an essential programming language used worldwide for both Android app development and enterprise-level corporate solutions As a step-by-step guide or a general reference, this book provides an all-in-one Java development solution Explains Java Enterprise Edition 7 and the basic web application, how to set up a development application server environment, which tools are needed during the development process, and how to apply various Java technologies Covers new language features in Java 8, such as Lambda Expressions, and the new Java 8 Date & Time API introduced as part of JSR 310, replacing the legacy Date and Calendar APIs Demonstrates the new, fully-duplex WebSocket web connection technology and its support in Java EE 7, allowing the reader to create rich, truly interactive web applications that can push updated data to the client automatically Instructs the reader in the configuration and use of Log4j 2.0, Spring Framework 4 (including Spring Web MVC), Hibernate Validator, RabbitMQ, Hibernate ORM, Spring Data, Hibernate Search, and Spring Security Covers application logging, JSR 340 Servlet API 3.1, JSR 245 JavaServer Pages (JSP) 2.3 (including custom tag libraries), JSR 341 Expression Language 3.0, JSR 356 WebSocket API 1.0, JSR 303/349 Bean Validation 1.1, JSR 317/338 Java Persistence API (JPA) 2.1, full-text searching with JPA, RESTful and SOAP web services, Advanced Message Queuing Protocol (AMQP), and OAuth Professional Java for Web Applications is the complete Wrox guide for software developers who are familiar with Java and who are ready to build high-level enterprise Java web applications.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One for Dummies is where it's at!

What is this book about? This book is a comprehensive introduction to the Java programming language, updated thoroughly (more than 35% new and updated) for the latest SDK 1.5 release. This book shows readers how to build real-world Java applications using the Java SDK. No previous programming experience is required. The author uses numerous step-by-step programming examples to guide readers through the ins and outs of Java development. In addition to fully covering new features of SDK 1.5, such as generic types, the author has also added new chapters on Java database programming with JDBC and Java programming with XML.

Beginning JavaScript

Learning Java

Python All-in-One For Dummies

A Brain-Friendly Guide

Java Programming for Android Developers For Dummies

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work—recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. And that's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read the Head First book, you know what to expect—a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain—complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Become a Java wizard with this popular programming guide Consider Beginning Programming with Java For Dummies your indispensable guide to learning how to program in one of the most popular programming languages—Java! Java is an invaluable language to master, as it's widely used for application development, including Android, desktop, and server-side applications. Beginning Programming with Java For Dummies is written specifically for newbies to programming. The book starts with an overview of computer programming and builds from there; it explains the software you need, walks you through writing your own programs, and introduces you to a few of the more-complex aspects of programming in Java. It also includes step-by-step examples you can try on your own (and email the author if you need help). As you work through the book, you'll get smart about these Java features: Object-oriented programming (OOP), a Java mainstay IntelliJ IDEA, an integrated development environment (IDE), that gives you one place to do all your programming, including debugging code Loops, branches, and collections Variables and operators Expressions, statements, and blocks Beginning Programming with Java For Dummies translates all this foreign programming and computer syntax into plain English, along with plenty of helpful examples and tips. Learning a new language—and coding is definitely its own language—should be a fun endeavor. With this book as your handy interpreter, you'll be on your way to fluency, speaking the language of coders everywhere!

The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career.

The updated edition of the bestselling guide to Android app development If you have ambitions to build an Android app, this hands-on guide gives you everything you need to dig into the development process and turn your great idea into a reality! In this new edition of Android App Development For Dummies, you'll find easy-to-follow access to the latest programming techniques that take advantage of the new features of the Android operating system. Plus, two programs are provided: a simple program to get you started and an intermediate program that uses more advanced aspects of the Android platform. Android mobile devices currently account for nearly 80% of mobile phone market share worldwide, making it the best platform to reach the widest possible audience. With the help of this friendly guide, developers of all stripes will quickly find out how to install the tools they need, design a good user interface, grasp the design differences between phone and tablet applications, handle user input, avoid common pitfalls, and turn a "me" app into one that garners applause. Create seriously cool apps for the latest Android smartphones and tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Android apps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android App Development For Dummies will have you up and running with the ins and outs of the Android platform in no time.

Java For Dummies

Java: A Beginner's Guide, Sixth Edition

Networking For Dummies

PHP, MySQL, & JavaScript All-in-One For Dummies

DOS for Dummies

Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.

Essential Java Programming Skills--Made Easy! Fully updated for Java Platform, Standard Edition 8 (Java SE 8), Java: A Beginner's Guide, Sixth Edition gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. This Oracle Press resource also covers some of Java's more advanced features, including multithreaded programming, generics, and Swing. Of course, new Java SE 8 features such as lambda expressions and default interface methods are described. An introduction to JavaFX, Java's newest GUI, concludes this step-by-step tutorial. Designed for Easy Learning: Key Skills & Concepts -- Chapter-opening lists of specific skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information and helpful tips Try This -- Hands-on exercises that show you how to apply your skills Self Tests -- End-of-chapter quizzes to reinforce your skills Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated The book's code examples are available FREE for download.

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Set up your WordPress site today! WordPress is a state-of-the-art blog publishing platform with a focus on aesthetics, web standards, and usability. The latest version of WordPress.org will be replaced in the fall of 2018 with WordPress 5.0. This will include a major change with the addition of new editor Gutenberg. Take your WordPress experience to the next level with the information packed inside this All-in-One. From the basics of setting up your account, to choosing a host and theme, to managing content with editor Gutenberg, to keeping your site secure, these 8 books of expert information will help you take the WordPress community by storm. Build your site foundation Choose a server Become a site admin pro Learn how to manage content using Gutenberg Get ready to blog all about it!

Data Structures and Algorithms in Java

Head First Java

WordPress All-In-One For Dummies

Ivor Horton's Beginning Java 2

Java For Dummies, 5th Edition

If you're new to Java—or new to programming—this best-selling book will guide you through the language features and APIs of Java 11. With fun, compelling, and realistic examples, authors Marc Loy, Patrick Niemeyer, and Daniel Leuck introduce you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful new ways to manage resources and exceptions in your applications—along with core language features included in recent Java versions. Develop with Java, using the compiler, interpreter, and other tools Explore Java's built-in thread facilities and concurrency package Learn text processing and the powerful regular expressions API Write advanced networked or web-based applications and services

Learn to program with C++ quickly with this helpful ForDummies guide Beginning Programming with C++ For Dummies, 2ndEdition gives you plain-English explanations of the fundamentalprinciples of C++, arming you with the skills and know-how toexpertly use one of the world's most popular programming languages.You'll explore what goes into creating a program, how to put thepieces together, learn how to deal with standard programmingchallenges, and much more. Written by the bestselling author of C++ For Dummies,this updated guide explores the basic development concepts andtechniques of C++ from a beginner's point of view, and helps makesense of the how and why of C++ programming from the ground

up.Beginning with an introduction to how programming languagesfunction, the book goes on to explore how to work with integereexpressions and character expressions, keep errors out of yourcode, use loops and functions, divide your code into modules, andbecome a functional programmer. Grasp C++ programming like a pro, even if you've never writtena line of code Master basic development concepts and techniques in C++ Get rid of bugs and write programs that work Find all the code from the book and an updated C++ compiler onthe companion website If you're a student or first-time programmer looking to masterthis object-oriented programming language, Beginning Programmingwith C++ For Dummies, 2nd Edition has youcovered.

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.

Your one-stop guide to programming with Java If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels Everything you need to know to program with Java is included in this practical, easy-to-use guide!

C++ Primer

C++ For Dummies

Java Programming

Android App Development For Dummies

Powerful Object-Oriented Programming

If you've thought of programmers as elite intelligentsia whopossess expertise (and perhaps genes) the rest of us will neverhave, think again. C++ For Dummies, 5th Edition,debunks the myths, blasts the barriers, shares the secrets, andgets you started. In fact, by the end of Chapter 1, you'll beable to create a C++ program. OK, it won't be newest,flashiest video game, but it might be a practical, customizedinventory control or record-keeping program. Most people catch on faster when they actually DO something, soC++ For Dummies includes a CD-ROM that gives you all youneed to start programming (except the guidance in the book, ofcourse), including: Dev-C, a full-featured, integrated C++ compiler and editor youinstall to get down to business The source code for the programs in the book, including codefor BUDGET, programs that demonstrate principles in the book Documentation for the Standard Template Library Online C++ help files Written by Stephen Randy Davis, author of C++ Weekend CrashCourse, C++ for Dummies, takes you through the programmingprocess step-by-step. You'll discover how to: Generate an executable Create source code, commenting it as you go and usingconsistent code indentation and naming conventions Write declarations and name variables, and calculateexpressions Write and use a function, store sequences in arrays, anddeclare and use pointer variables Understand classes and object-oriented programming Work with constructors and destructors Use inheritance to extend classes Use stream I/O Comment your code as you go, and use consistent codeindentation and naming conventions Automate programming with the Standard Template Library(STL) C++ for Dummies 5th Edition is updated for thenewest ANSI standard to make sure you're up to code. Note: CD-ROM/DVD and other supplementary materials arenot included as part of eBook file.

Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of Java Programming for Android Developers For Dummies, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away! The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and allowing intermediate programmers to sharpen their skills. The companion website provides all code mentioned in the text, an updated GNU C++, the new C++ compiler, and other applications. By the end of the first chapter, you will have programmed your first C++ application! As one of the most commonly used programming languages, C++ is a must-have skill for programmers who wish to remain versatile and marketable. C++ For Dummies, 7th Edition provides clear, concise, expert instruction, which is organized for easy navigation and designed for hands-on learning. Whether you're new to programming, familiar with other languages, or just getting up to speed on the new libraries, features, and generics, this guide provides the information you need. Provides you with an introduction to C++ programming Helps you become a functional programmer Features information on classes, inheritance, and optional features Teaches you 10 ways to avoid adding bugs The book incorporates the newest C++ features into the fundamental instruction, allowing beginners to learn the update as they learn the language. Staying current on the latest developments is a crucial part of being a programmer, and C++ For Dummies, 7th Edition gets you started off on the right foot.

Learn to Program the Fundamentals the Java 9+ Way

Automate the Boring Stuff with Python, 2nd Edition

Beginning Programming with Python For Dummies

Coding All-in-One For Dummies

C++ All-in-One For Dummies

Set up a secure network at home or the office Fully revised to cover Windows 10 and Windows Server 2019, this new edition of the trusted Networking For Dummies helps both beginning network administrators and home users to set up and maintain a network. Updated coverage of broadband and wireless technologies, as well as storage and back-up procedures, ensures that you'll learn how to build a wired or wireless network, secure and optimize it, troubleshoot problems, and much more. From connecting to the Internet and setting up a wireless network to solving networking problems and backing up your data—this #1 bestselling guide covers it all. Build a wired or wireless network Secure and optimize your network Set up a server and manage Windows user accounts Use the cloud—safely Written by a seasoned technology author—and jam-packed with tons of helpful step-by-step instructions—this is the book network administrators and everyday computer users will turn to again and again.

Java For Dummies! ***Available at \$20 for a LIMITED TIME ONLY (Usual Price: \$32)*** This New Java For Dummies Book by Best-Selling Author Mr Kotiyana gets you started programming in Java right away & begins with the java basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. This Java Programming book was written as an answer for anyone to pick up Java Programming Language and be productive. You will be able to start from scratch without having any previous exposure to Java programming. By the end of this book, you will have the skills to be a capable programmer, or at least know what is involved with how to read and write java code. Afterward you should be armed with the knowledge required to feel confident in learning more. You should have general computer skills before you get started. After this you'll know what it takes to at least look at java program without your head spinning. Java is a popular general purpose programming language and computing platform. It is fast, reliable, and secure. According to Oracle, the company that owns Java, Java runs on 3 billion devices worldwide. Considering the number of Java developers, devices running Java, and companies adapting it, it's safe to say that Java will be around for many years to come. Like any programming language, the Java language has its own structure, syntax rules, and programming paradigm. The Java language's programming paradigm is based on the concept of Object Oriented Programming, which the language's features support. Table of Contents: CHAPTER 1) Introduction CHAPTER 2) Getting Started & Setting Programming Environment CHAPTER 3) Basic JAVA Programming Terms CHAPTER 4) Basic of Java Program CHAPTER 5) Variables, Data Types and Keywords CHAPTER 6) Methods and Operators CHAPTER 7) Controlling Execution,Arrays and Loops CHAPTER 8) Object Oriented Programming CHAPTER 9) Exception Handling CHAPTER 10) Algorithms and the Big O Notation CHAPTER 11) Data Structures in java CHAPTER 12) Network Programming in Java CHAPTER 13) The Complete Software Developer's Career Guide Click the BUY button now and download the book now to start learning Java. Learn it fast and learn it well. Tags: ----- java , java books, Java Programming books, Java for Beginners, Java programming for beginners, Java for Dummies, Java Beginners Guide, Java the Complete Reference, computer programming, programming for beginners, beginners guide, java for dummies, coding, java basics, basic programming, programming principles, programming computer, ultimate guide, programming for beginners, software development, programming software, software programs, how to program, computer language, computer basics, computer guide, computers books, how to program.java for dummies 2017, java for beginners 2017, java for dummies all in one.java for dummies 5th edition, java for dummies book, java for dummies 7th edition Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3— the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

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From Problem Analysis to Program Design

Clean Code

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

Were you always curious about biology but were afraid to sit through long hours of dense reading? Did you like the subject when you were in high school but had other plans after you graduated? Now you can explore the human genome and analyze DNA without ever leaving your desktop! Bioinformatics For Dummies is packed with valuable information that introduces you to this exciting new discipline. This easy-to-follow guide leads you step by step through every bioinformatics task that can be done over the Internet. Forget long equations, computer-geek gibberish, and installing bulky programs that slow down your computer. You'll be amazed at all the things you can accomplish just by logging on and following these trusty directions. You get the tools you need to: Analyze all types of sequences Use all types of databases Work with DNA and protein sequences Conduct similarity searches Build a multiple sequence alignment Edit and publish alignments Visualize protein 3-D structures Construct phylogenetic trees This up-to-date second edition includes newly created and popular databases and Internet programs as well as multiple new genomes. It provides tips for using servers and places to seek resources to find out about what's going on in the bioinformatics world. Bioinformatics For Dummies will show you how to get the most out of your PC and the right Web tools so you'll be searching databases and analyzing sequences like a pro!

Designed for a first Computer Science (CS1) Java course, JAVA PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 5e, International Edition will motivate your students while building a cornerstone for the Computer Science curriculum. With a focus on your students' learning, this text approaches programming using the latest version of Java, and includes updated programming exercises and programs. The engaging and clear-cut writing style will help your students learn key concepts through concise explanations and practice in this complex and powerful language.

See all the things coding can accomplish The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know. Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big applications. Take a look inside for the steps to get started with updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you! Create code for the web Get the tools to create a mobile app Discover languages that power data science See the future of coding with machine learning tools With the demand for skilled coders at an all-time high, Coding All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.

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