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In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform. Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a

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BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more,

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to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone

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provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the

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BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

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you can create fully functional desktop apps in minutes. This is the 5th Edition of Create GUI Applications, updated for 2021 & PySide6 Starting from the very basics, this book takes you on a tour of the key features of PySide6 you can use to build real-life applications. Learn the fundamental building blocks of PySide6 applications — Widgets, Layouts & Signals and learn how PySide uses the event loop to handle and respond to user input. Design beautiful UIs with Qt

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Designer and customize the look and feel of your applications with Qt Style Sheets and custom widgets. Use Qt's MVC-like ModelViews framework to connect data sources to your widgets, including SQL databases, numpy and pandas data tables, to build-data driven application. Visualize data using matplotlib & PyQtGraph and connect with external data sources to build live dashboards. Learn how to use threads and processes to manage long-running tasks and

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communicate with external services. Parse data and visualize the output in logs and progress bars. The book includes usability and architectural tips to help you build maintainable and usable PySide6 applications from the start. - 665 pages of hands-on PySide6 exercises - 211 code examples to experiment with - Includes 4 example apps - Compatible with Python 3.6+ - Code free to reuse in your own projects In just 24 sessions of one hour or less,

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learn how to build rich, robust mobile apps that run on smartphones, tablets, and other devices and interact with users in powerful new ways. Using this book's straightforward, step-by-step approach, you'll master leading-edge practical skills you can use whether you're developing for the iPad/iPhone or Android. Discover how to quickly build new mobile apps and upgrade older apps, provide cutting-edge media content, leverage advanced features ranging from

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geolocation to the semantic web, and even simplify complex back-end development. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common HTML5 mobile development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did you Know?

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Improve user navigation with the History
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Practical C++ Programming

The Art of UNIX Programming

Python for Data Analysis

Covering 16.10, 17.04, 17.10

C Programming for Arduino

**This is the eBook of the printed book and may
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print supplements that may come packaged with the bound book. Ubuntu Unleashed 2017 Edition is filled with unique and advanced information for everyone who wants to make the most of the Ubuntu Linux operating system, including the latest in Ubuntu mobile development. This new edition has been thoroughly updated by a long-time Ubuntu community leader to reflect the exciting new Ubuntu 16.10 and the forthcoming Ubuntu 17.04 and 17.08. Helmke presents up-to-the-minute introductions to Ubuntu's key productivity and Web development tools, programming languages, hardware support,

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and more. This book will now be part of CUPs (the Content Update Program). Former Ubuntu Forum administrator Matthew Helmke covers all you need to know about Ubuntu 16.10 installation, configuration, productivity, multimedia, development, system administration, server operations, networking, virtualization, security, DevOps, and more—including intermediate-to-advanced techniques you won't find in any other book. Helmke presents up-to-the-minute introductions to Ubuntu's key productivity and Web development tools, programming languages, hardware support, and more. You'll

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find new or improved coverage of Ubuntu's Unity interface, various types of servers, software repositories, database options, virtualization and cloud services, development tools, monitoring, troubleshooting, Ubuntu's push into mobile and other touch screen devices, and much more

Sams Teach Yourself Apache in 24 Hours covers the installation, configuration, and ongoing administration of the Apache Web server, the most popular Internet Web server. It covers both the 1.3 and the new 2.0 versions of Apache. Using a hands-on, task-oriented format, it concentrates on the most popular

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features and common quirks of the server. The first part of the book helps the reader build, configure, and get started with Apache. After completing these chapters the reader will be able to start, stop, and monitor the Web server. He also will be able to serve both static content and dynamic content, customize the logs, and restrict access to certain parts of the Web server. The second part of the book explains in detail the architecture of Apache and how to extend the server via third-party modules like PHP and Tomcat. It covers server performance and scalability, content management, and how to set up a secure server with SSL.

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InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Inhaltsangabe:Abstract: The increasing interest in the Internet of the recent years results in a growing number of users as well as improved network infrastructure, quality and performance. This is the basis for a new kind of software, which is running via the Internet. That means the software is installed on a server connected to the Internet and accessed and executed by a remote client. Such Internet based software provides several benefits. Once

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distributed by a server, Internet based software is available world-wide and depending on its implementation it can be executed without previous installation on the client machine. Further software updates and patches are not distributed to the users any more. Only the server has to be updated and the new version is available to all users immediately. For commercial use it is not necessary that customers buy the software any more, they download and pay only the module they need or they pay just for every access with the server application. It is also possible to place a high-performance or application specific computer at

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the server side and provide computation time for special tasks to the users.

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"DVD includes the full Ubuntu 13.10 distribution for Intel x86 computers as well as the complete LibreOffice office suite

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and hundreds of additional programs and utilities"--Page 4 of cover.

The International conference series on Computer Science, Engineering & Applications (ICCSEA) aims to bring together researchers and practitioners from academia and industry to focus on understanding computer science, engineering and applications and to establish new collaborations in these areas. The Second International Conference on Computer Science, Engineering & Applications (ICCSEA-2012), held in Delhi, India, during May 25-27, 2012 attracted many local and international delegates, presenting a balanced mixture of intellect and research both from the East and from the West. Upon a strenuous peer-review process the best submissions were selected leading to an exciting, rich and a high quality

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technical conference program, which featured high-impact presentations in the latest developments of various areas of computer science, engineering and applications research.

A guide to the Mandrake distribution of the open-source operating system covers installation, configuration, graphical user interfaces, and accompanying applications

Sample programs and exercises introduce the programmer to the programming language's arrays, pointers, data types, loops, strings, and structures, while demonstrating memory management techniques

Proceedings of the Second International Conference on Computer Science, Engineering and Applications (ICCSEA 2012), May 25-27, 2012, New Delhi, India, Volume 2

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some experience using C++, then this book is for you. Both
prospective and experienced game programmers will find nuggets
of wisdom and practical advice as they learn to code two full games
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Learn Set up your development environment in Visual Studio using
OpenGL Use 2D and 3D coordinate systems Implement an input
system to handle the mouse and the keyboard Create a state
machine to handle complex changes in the game Load, display, and
manipulate both 2D and 3D graphics Implement collision detection
and basic physics Discover the key components needed to complete
a polished game Handle audio files and implement sound effects

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and music In Detail OpenGL is one of the most popular rendering SDKs used to develop games. OpenGL has been used to create everything from 3D masterpieces running on desktop computers to 2D puzzles running on mobile devices. You will learn to apply both 2D and 3D technologies to bring your game idea to life. There is a lot more to making a game than just drawing pictures and that is where this book is unique! It provides a complete tutorial on designing and coding games from the setup of the development environment to final credits screen, through the creation of a 2D and 3D game. The book starts off by showing you how to set up a development environment using Visual Studio, and create a code framework for your game. It then walks you through creation of two games—a 2D platform game called Roboracer 2D and a 3D first-person space shooter game—using OpenGL to render both 2D and

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3D graphics using a 2D coordinate system. You'll create sprite classes, render sprites and animation, and navigate and control the characters. You will also learn how to implement input, use audio, and code basic collision and physics systems. From setting up the development environment to creating the final credits screen, the book will take you through the complete journey of creating a game engine that you can extend to create your own games. Style and approach An easy-to-follow guide full of code examples to illustrate every concept and help you build a 2D and 3D game from scratch, while learning the key tools that surround a typical OpenGL project. In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for homeautomation, home theater, gaming, and more.

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Using this book's straightforward, step-by-step approach, you'll move from the absolute basics all the way through network and web connections, multimedia, and even connecting with electronic circuits for sensing and robotics. Every lesson and case study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Raspberry Pi Python programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming

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Python Programming for Raspberry Pi, Sams Teach Yourself in 24 Hours

Designing of pre-stressed concrete with an internet based software
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in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac

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"This book is the best way for beginning developers to learn wxWidgets programming in C++. It is a must-have for programmers thinking of using wxWidgets and those already using it." —Mitch Kapor, founder of Lotus Software and the Open Source Applications Foundation Build advanced cross-platform applications that support native look-and-feel on Windows, Linux, Unix, Mac OS X, and even Pocket PC Master wxWidgets from start to finish—even if you've never built GUI applications before Leverage advanced wxWidgets capabilities: networking, multithreading, streaming, and more Foreword by Mitch Kapor, founder, Lotus Development and

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Open Source Application Foundation wxWidgets is an easy-to-use, open source C++ API for writing GUI applications that run on Windows, Linux, Unix, Mac OS X, and even Pocket PC—supporting each platform's native look and feel with virtually no additional coding. Now, its creator and two leading developers teach you all you need to know to write robust cross-platform software with wxWidgets. This book covers everything from dialog boxes to drag-and-drop, from networking to multithreading. It includes all the tools and code you need to get great results, fast. From AMD to AOL, Lockheed Martin to Xerox, world-class developers are using wxWidgets to save money, increase efficiency, and reach new markets. With this book, you can, too. wxWidgets quickstart: event/input handling, window layouts, drawing,

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printing, dialogs, and more Working with window classes, from simple to advanced Memory management, debugging, error checking, internationalization, and other advanced topics Includes extensive code samples for Windows, Linux (GTK+), and Mac OS X

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for

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analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

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and Web development tools, programming languages, hardware support, and more. You'll find new or improved coverage of navigation via Unity Dash, wireless networking, VPNs, software repositories, new NoSQL database options, virtualization and cloud services, new programming languages and development tools, monitoring, troubleshooting, and more. Configure and customize the Unity desktop and make the most of the Dash Get started with multimedia and productivity applications, including LibreOffice Manage Linux services, users, and software packages Administer and run Ubuntu from the command line (with added coverage of stdin, stdout, stderr, redirection, and file comparison) Automate tasks and use shell scripting Provide secure remote access and configure a secure VPN

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Programming in Python 3

Advances in Computer Science, Engineering and Applications

Writing Portable GUI applications on Unix and Win32

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Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Written as a practical Packt book brimming with engaging examples, C Programming for Arduino will help those new to the amazing open source electronic platform so that they can

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start developing some great projects from the very start. This book is great for people who want to learn how to design & build their own electronic devices. From interaction design art school students to the do-it-yourself hobbyist, or even simply people who want to learn electronics, this book will help by adding a new way to design autonomous but connected devices. This book is great for developers who are new to Qt and Qt Creator and who

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are interested in harnessing the power of Qt for cross-platform development. If you have basic experience programming in C++, you have what it takes to create engaging cross-platform applications using Qt and Qt Creator! This is the only introduction you'll need to start programming in R, the open-source language that is free to download, and lets you adapt the source code for your own requirements. Co-written by one of the R Core

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Development Team, and by an established R author, this book comes with real R code that complies with the standards of the language. Unlike other introductory books on the groundbreaking R system, this book emphasizes programming, including the principles that apply to most computing languages, and techniques used to develop more complex projects. Learning the language is made easier by the frequent exercises and end-of-chapter reviews

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that help you progress confidently through the book. Solutions, datasets and any errata will be available from the book's web site. The many examples, all from real applications, make it particularly useful for anyone working in practical data analysis.

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The British National Bibliography

Exploring BeagleBone

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wxWidgets

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With *Rapid GUI Programming with Python and Qt* you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same

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source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

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The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best

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UNIX/Linux programs.

An In-depth guide updated with the latest version of Qt 5.11 including new features such as Quick Controls and Qt Gamepad Key Features Unleash the power of Qt 5.11 with C++ Build applications using Qt Widgets (C++) or Qt Quick (QML) Create cross-platform applications for mobile and desktop platforms with Qt 5 Book Description Qt 5.11 is an app development framework that provides a great user experience and develops full capability applications with Qt Widgets, QML, and even Qt 3D. Whether you're building GUI prototypes or fully-fledged cross-platform GUI applications with a native look and

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feel, Mastering Qt 5 is your fastest, easiest, and most powerful solution. This book addresses various challenges and teaches you to successfully develop cross-platform applications using the Qt framework, with the help of well-organized projects. Working through this book, you will gain a better understanding of the Qt framework, as well as the tools required to resolve serious issues, such as linking, debugging, and multithreading. You'll start off your journey by discovering the new Qt 5.11 features, soon followed by exploring different platforms and learning to tame them. In addition to this, you'll interact with a gamepad using Qt Gamepad. Each chapter is a

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logical step for you to complete in order to master Qt. By the end of this book, you'll have created an application that has been tested and is ready to be shipped. What you will learn

- Create stunning UIs with Qt Widgets and Qt Quick 2
- Develop powerful, cross-platform applications with the Qt framework
- Design GUIs with the Qt Designer and build a library in it for UI previews
- Handle user interaction with the Qt signal or slot mechanism in C++
- Prepare a cross-platform project to host a third-party library
- Use the Qt Animation framework to display stunning effects
- Deploy mobile apps with Qt and embedded platforms
- Interact with a gamepad using Qt

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Gamepad Who this book is for Mastering Qt 5 is for developers and programmers who want to build GUI-based applications. C++ knowledge is necessary, and knowing QT basics will help you get the most out of this book.

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The popular open source KDE desktop environment for Unix was built with Qt, a C++ class library for writing GUI applications that run on Unix, Linux, Windows 95/98, Windows 2000, and Windows NT platforms. Qt emulates the look and feel of Motif, but is much easier to use. Best of all, after you have written an application with Qt, all you have to do is recompile it to have a version that works on Windows. Qt also emulates the look and feel of Windows, so your users get native-looking interfaces. Platform independence is not the only benefit. Qt is

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flexible and highly optimized. You'll find that you need to write very little, if any, platform-dependent code because Qt already has what you need. And Qt is free for open source and Linux development. Although programming with Qt is straightforward and feels natural once you get the hang of it, the learning curve can be steep. Qt comes with excellent reference documentation, but beginners often find the included tutorial is not enough to really get started with Qt. That's where *Programming with Qt* steps in. You'll learn how to program in Qt as the book guides you through the steps of writing a

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simple paint application. Exercises with fully worked out answers help you deepen your understanding of the topics. The book presents all of the GUI elements in Qt, along with advice about when and how to use them, so you can make full use of the toolkit. For seasoned Qt programmers, there's also lots of information on advanced 2D transformations, drag-and-drop, writing custom image file filters, networking with the new Qt Network Extension, XML processing, Unicode handling, and more. Programming with Qt helps you get the most out of this powerful, easy-to-use, cross-platform toolkit. It's been completely

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updated for Qt Version 3.0 and includes entirely new information on rich text, Unicode/double byte characters, internationalization, and network programming.

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learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First

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Objects Scripts and HTML Documents
Programming Fundamentals Window and Document
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Object The Math, Number, and Boolean Objects
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Qt programming language.

The Only Official, Best-Practice Guide to Qt

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for everything from implementing model/view architecture to using Qt 4.3's improved graphics support. You'll find proven solutions for virtually every GUI development task, as well as sophisticated techniques for providing database access, integrating XML, using subclassing, composition, and more. Whether you're new to Qt or upgrading from an older version, this book can help you accomplish everything that Qt 4.3 makes possible. Completely updated throughout, with significant new coverage of databases, XML, and Qtopia embedded programming Covers all Qt 4.2/4.3 changes, including Windows Vista

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Qt

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Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, Programming in Python 3 brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development

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you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language

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