

# Basic Programming Principles 2nd Edition

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*Paperbound Books in Print - 1992*

**The Second Age of Computer Science** - Subrata Dasgupta 2018

Between the genesis of computer science in the 1960s and the advent of the World Wide Web around 1990, computer science evolved in significant ways. The author has termed this period the "second age of computer science." This book describes its evolution in the form of several interconnected parallel histories.

Code Complete - Steve McConnell 2004-06-09

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Java Gently - Judy Bishop 2001

The third edition of Java Gently by Judith Bishop continues the successful approach that made earlier versions popular and has added improvements which will maintain its place as a worldwide bestseller. Java Gently teaches the reader how to program and how to do it in the best possible style in Java. In the process, it details the fundamental structures of the Java 2 language and most of its core libraries and utilities. The book covers object-orientation, software design, structured programming, graphical user interfacing, event-driven programming, networking, and an introduction to data structures. Java Gently gets students started on meaningful input/output in an object-oriented way without hiding basic concepts. Applets, multimedia, graphics, and networking are introduced as students encounter and can handle classes, objects, instantiation, and inheritance. The textbook's excellent pedagogy reinforces understanding and demonstrates good programming practice. The three kinds of diagrams include model, form, and algorithm diagrams. The fully worked examples have been carefully chosen to illustrate recently introduced concepts and solve real-world problems in a user-friendly manner. End of chapter multiple choice quizzes and problems allow students to test their comprehension of the material. Features - NEW! Updated for Java 2 including an introduction to the Swing set - NEW! Model diagrams easier to draw and brought into line with UML-based notation - NEW! Expanded form diagrams include a semantics section and are collected at the end of the book as a useful reference - NEW! A Web site containing quizzes, examples, FAQs, a discussion board and emailcontact with the author and the Java Gently team can be found at [www.booksites.net](http://www.booksites.net) Java Gently is intended for first time programmers as well as those fascinated by the possibilities of Java and the Internet. Judith Bishop is

Professor of Computer Science at the University of Pretoria, and has a wealth of experience teaching programming to undergraduates. She is the author of nine other textbooks. She serves on IFIP and IEEE committees concerned with the technical programming issues and the worldwide promotion of computing. *Introduction To Programming Using Visual Basic 6, 2nd Ed* - Gary Bronson

This book gives a through understanding of programming concepts using Visual Basic. Since Visual Basic provides a complete set of visual objects, such as command buttons, labels, text boxes and picture boxes tat can easily be assembled into working graphical user interface and can be integrated into Windows operating system environment. Visual Basic requires familiarity with three elements instead of only one which is common to traditional programming languages such as BASIC, PASCAL and C. These are the new visual objects required in creating GUI, second, the concept of event driven programming, and third, the traditional concept of procedural program code. This book introduces each of these elements with context of sound programming principles and above features.

**Programmer's Guide to Drupal** - Jennifer Hodgdon 2015-10-13

If you're a web programmer, your experiences have taught you certain lessons—and only some of them apply well to Drupal. Drupal has its own set of programming principles that require a different approach, and many programmers make mistakes when relying on skills they've used for other projects. This book will show you which programming techniques you can use—and which you should avoid—when building web applications with this popular content management framework. Updated to cover both Drupal 7 and Drupal 8, the guidelines in this book demonstrate which programming practices conform to the "Drupal way" and which don't. The book also serves as an excellent guide for Drupal 7 programmers looking to make the transition to Drupal 8. Get an overview of Drupal, including Drupal core and add-on modules and themes Learn Drupal's basic programming principles, such as the ability to customize behavior and output with hooks Compare Drupal 7 and Drupal 8 programming methods, APIs, and concepts Discover common Drupal programming mistakes—and why hacking is one of them Explore specific areas where you can put your programming skills to work Learn about the new object-oriented Drupal 8 API, including plugins and services

Schaum's Outline of Theory and Problems of Principles of Accounting I - Joel J. Lerner 1993

Accounting I, 4/e, as the previous editions, is intended to cover the first semester of an introductory accounting course for two- and four-year colleges and business schools. This edition is expanded and updated. New chapters on the merchandising company, alternative inventory evaluation methods, the payroll system, payroll accounting, and property is added.

**Fundamentals of Computer Programming with C#** - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and

graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from

<http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book)

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(9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author:

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Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

**ASP.NET Core in Action** - Andrew Lock 2021-03-18

ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm. What's inside Developing apps for

Windows and non-Windows servers Configuring applications Building custom components Logging, testing, and security About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release. Table of Contents PART 1 - GETTING STARTED WITH ASP.NET CORE 1 Getting started with ASP.NET Core 2 Your first application 3 Handling requests with the middleware pipeline 4 Creating a website with Razor Pages 5 Mapping URLs to Razor Pages using routing 6 The binding model: Retrieving and validating user input 7 Rendering HTML using Razor views 8 Building forms with Tag Helpers 9 Creating a Web API for mobile and client applications using MVC PART 2 - BUILDING COMPLETE APPLICATIONS 10 Service configuration with dependency injection 11 Configuring an ASP.NET Core application 12 Saving data with Entity Framework Core 13 The MVC and Razor Pages filter pipeline 14 Authentication: Adding users to your application with Identity 15 Authorization: Securing your application 16 Publishing and deploying your application PART 3 - EXTENDING YOUR APPLICATIONS 17 Monitoring and troubleshooting errors with logging 18 Improving your application's security 19 Building custom components 20 Building custom MVC and Razor Pages components 21 Calling remote APIs with HttpClientFactory 22 Building background tasks and services 23 Testing your application

*Computer Publishers & Publications* - 1988

**Concurrent Programming in Java** - Douglas Lea 2000 Software -- Programming Languages.

Workbook for C++ - Yedidyah Langsam 2009

This workbook is useful for any course that teaches introductory programming using the C++ language, as well as for students who need to review basic C++ programming concepts. It is not tied to any particular textbook and may be used on its own. The text provides hundreds of exercises and two sample final examinations that may be assigned by the instructor or used by the student for review. The book focuses on both syntax and basic programming methodologies such as loops, decisions, functions, and so on. The exercises in Workbook for C++ are grouped by concept and contain both elementary and advanced questions, to give students practice in using the techniques of the C++ language and help them write programs more effectively. Most problems should take only a few minutes. Some point out pitfalls to avoid; others consist of two or more parts which look alike but actually contain significant differences. With repeated practice, students will reduce their error rate when programming.

**Computer Graphics** - James D. Foley 1996

On computer graphics

**The C++ Programming Language** - Bjarne Stroustrup 2000

The most widely read and trusted guide to the C++ language, standard library, and design techniques includes significant new updates and two new appendices on internationalization and Standard Library technicalities. It is the only book with authoritative, accessible coverage of every major element of ISO/ANSI Standard C++.

Electrical Trade Practices 2nd edition - Ralph Berry 2019-02-01

Written to the core practical units of competency from the UEE11 Electrotechnology Training Package, Electrical Trade Practices 2e by Berry, Cahill and Chadwick provides a practical yet comprehensive companion text, covering the practical units within the UEE30811 Certificate III in the Electrotechnology Electrician qualification. Electrical Trade Practices is the practical volume to accompany Phillips, Electrical Principles.

**Educational Robotics in the Makers Era** - Dimitris Alimisis 2017-03-13

This book includes papers presented at the International Conference "Educational Robotics 2016 (EDUROBOTICS)", Athens, November 25, 2016. The papers build on constructivist and constructionist pedagogy and cover a variety of topics, including teacher education, design of educational robotics activities, didactical models, assessment methods, theater robotics, programming & making electronics with Snap4Arduino, the Duckietown project, robotics driven by tangible programming, Lego Mindstorms combined with App Inventor, the Orbital Education Platform, Anthropomorphic Robots and Human Meaning Makers in Education, and more. It provides researchers interested

in educational robotics with the latest advances in the field with a focus on science, technology, engineering, arts and mathematics (STEAM) education. At the same time it offers teachers and educators from primary to secondary and tertiary education insights into how educational robotics can trigger the development of technological interest and 21st century skills in STEAM education (creative thinking, team working, problem solving).

**Programming .NET Components** - Juval Lowy 2005-07-27  
'Programming .NET Components', second edition, updated to cover .NET 2.0., introduces the Microsoft .NET Framework for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components.

**Modern Programming Languages** - Adam Brooks Webber 2003  
Typical undergraduate CS/CE majors have a practical orientation: they study computing because they like programming and are good at it. This book has strong appeal to this core student group. There is more than enough material for a semester-long course. The challenge for a course in programming language concepts is to help practical .....

**The Elements of Computing Systems, second edition** - Noam Nisan 2021-06-15

A new and extensively revised edition of a popular textbook used in universities, coding boot camps, hacker clubs, and online courses. The best way to understand how computers work is to build one from scratch, and this textbook leads learners through twelve chapters and projects that gradually build the hardware platform and software hierarchy for a simple but powerful computer system. In the process, learners gain hands-on knowledge of hardware, architecture, operating systems, programming languages, compilers, data structures and algorithms, and software engineering. Using this constructive approach, the book introduces learners to a significant body of computer science knowledge and demonstrates how theoretical and applied techniques taught in other computer science courses fit into the overall picture. The outcome of these efforts is known as Nand to Tetris: a journey that starts with the most elementary logic gate, called Nand, and ends, twelve projects later, with a general-purpose computer system capable of running Tetris. The first edition of this popular textbook inspired Nand to Tetris classes in universities, coding boot camps, hacker clubs, and online course platforms. This second edition has been extensively revised. It has been restructured into two distinct parts—part I, Hardware, and part II, Software—with six projects in each part. All chapters and projects have been rewritten, with an emphasis on separating abstraction from implementation, and many new sections, figures, and examples have been added. Substantial new appendixes offer focused presentation on technical and theoretical topics.

*Interactive Data Visualization with Python* - Abha Belorkar 2020-04-14

Create your own clear and impactful interactive data visualizations with the powerful data visualization libraries of Python Key FeaturesStudy and use Python interactive libraries, such as Bokeh and PlotlyExplore different visualization principles and understand when to use which oneCreate interactive data visualizations with real-world dataBook Description With so much data being continuously generated, developers, who can present data as impactful and interesting visualizations, are always in demand. Interactive Data Visualization with Python sharpens your data exploration skills, tells you everything there is to know about interactive data visualization in Python. You'll begin by learning how to draw various plots with Matplotlib and Seaborn, the non-interactive data visualization libraries. You'll study different types of visualizations, compare them, and find out how to select a particular type of visualization to suit your requirements. After you get a hang of the various non-interactive visualization libraries, you'll learn the principles of intuitive and persuasive data visualization, and use Bokeh and Plotly to transform your visuals into strong stories. You'll also gain insight into how interactive data and model visualization can optimize the performance of a regression model. By the end of the course, you'll have a new skill set that'll make you the go-to person for transforming data visualizations into engaging and interesting stories. What you will learnExplore and apply different interactive data visualization

techniquesManipulate plotting parameters and styles to create appealing plotsCustomize data visualization for different audiencesDesign data visualizations using interactive librariesUse Matplotlib, Seaborn, Altair and Bokeh for drawing appealing plotsCustomize data visualization for different scenariosWho this book is for This book intends to provide a solid training ground for Python developers, data analysts and data scientists to enable them to present critical data insights in a way that best captures the user's attention and imagination. It serves as a simple step-by-step guide that demonstrates the different types and components of visualization, the principles, and techniques of effective interactivity, as well as common pitfalls to avoid when creating interactive data visualizations. Students should have an intermediate level of competency in writing Python code, as well as some familiarity with using libraries such as pandas.

**Programming Pearls** - Jon Bentley 2016-04-21

When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated.

Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.  
*The Database Hacker's Handbook Defending Database* - David Litchfield Chris Anley John Heasman Bill Gri 2005

Big Practical Guide to Computer Simulations - Alexander K Hartmann 2015-01-29

This book teaches you all necessary (problem-independent) tools and techniques needed to implement and perform sophisticated scientific numerical simulations. Thus, it is suited for undergraduate and graduate students who want to become experts in computer simulations in Physics, Chemistry, Biology, Engineering, Computer Science and other fields.

**Invent Your Own Computer Games With Python** - Engr Michael David 2020-12-11

A Note to Parents and Fellow ProgrammersMy motivation for writing this book comes from a gap I saw in today's literature for kids interested in learning to program. I started programming when I was 9 years old in the BASIC language with a book similar to this one. During the course of writing this, I've realized how a modern language like Python has made programming far easier and versatile for a new generation of programmers. Python has a gentle learning curve while still being a serious language that is used by programmers professionally.The current crop of programming books for kids that I've seen fell into two categories. First, books that did not teach programming so much as "game creation software" or a dumbed-down languages to make programming "easy" (to the point that it is no longer programming). Or second, they taught programming like a mathematics textbook: all principles and concepts with little application given to the reader. This book takes a different approach: show the source code for games right up front and explain programming principles from the examples.Who is this book for?Programming isn't hard. But it is hard to find learning materials that teach you to do interesting things with programming. Other computer books go over many topics that most newbie coders don't need. This book will teach you how to

program your own computer games. You will learn a useful skill and have fun games to show for it! This book is for: -Complete beginners who want to teach themselves computer programming, even if they have no previous experience programming.-Kids and teenagers who want to learn computer programming by creating games. Kids as young as 9 or 10 years old should be able to follow along.-Adults and teachers who wish to teach others programming.-Anyone, young or old, who wants to learn how to program by learning a professional programming language.

**Mastering VBA for Microsoft Office 365** - Richard Mansfield  
2019-07-30

Customize and ramp-up Office 365 applications NOTE: Please click Downloads (located in the menu on the left) to download "Full Code Download." The revised 2019 edition of Mastering VBA Microsoft Office 365 offers an accessible guide that shows how to extend the capabilities of Office 365 applications with VBA programming. Written in clear terms and understandable language, the book includes systematic tutorials and contains both intermediate and advanced content for experienced VB developers. Designed to be comprehensive, the book addresses not just one Office application, but the entire Office suite. To enhance understanding, the content is explored in real-world projects in Word, Excel, Outlook, and PowerPoint. Since the technical programming methods in the Office applications continue to evolve, the updated 2019 edition reviews the changes to the program. Code libraries, the API, and the object model for each Office program have been modified during the three years since the last version of this book. Various elements within VBA have been deprecated or replaced, and the surface UI changed as well. The updated 2019 edition covers topics such as: • Recording macros and getting started with VBA • Learning how to work with VBA • Using loops and functions • Using message boxes, input boxes, and dialog boxes • Creating effective code • XML-based files, ActiveX, the developer tab, content controls, add-ins, embedded macros, and security Written for all levels of Microsoft Office 365 users, Mastering VBA Microsoft Office 365: 2019 Edition explains how to customize and automate the Office suite of applications.

**Principles of Program Analysis** - Flemming Nielson 2015-02-27  
Program analysis utilizes static techniques for computing reliable information about the dynamic behavior of programs. Applications include compilers (for code improvement), software validation (for detecting errors) and transformations between data representation (for solving problems such as Y2K). This book is unique in providing an overview of the four major approaches to program analysis: data flow analysis, constraint-based analysis, abstract interpretation, and type and effect systems. The presentation illustrates the extensive similarities between the approaches, helping readers to choose the best one to utilize.

**Modern Programming Made Easy** - Adam L. Davis 2020-01-17  
Get up and running fast with the basics of programming using Java as an example language. This short book gets you thinking like a programmer in an easy and entertaining way. Modern Programming Made Easy teaches you basic coding principles, including working with lists, sets, arrays, and maps; coding in the object-oriented style; and writing a web application. This book is largely language agnostic, but mainly covers the latest appropriate and relevant release of Java, with some updated references to Groovy, Scala, and JavaScript to give you a broad range of examples to consider. You will get a taste of what modern programming has to offer and set yourself up for further study and growth in your chosen language. What You'll Learn Write code using the functional programming style Build your code using the latest releases of Java, Groovy, and more Test your code Read and write from files Design user interfaces Deploy your app in the cloud Who This Book Is For Anyone who wants to learn how to code. Whether you're a student, a teacher, looking for a career change, or just a hobbyist, this book is made for you.

**Beginning Programming For Dummies** - Wallace Wang  
2011-02-25

Do you think the programmers who work at your office are magical wizards who hold special powers that manipulate your computer? Believe it or not, anyone can learn how to write programs, and it doesn't take a higher math and science education to start.

Beginning Programming for Dummies shows you how computer programming works without all the technical details or hard programming language. It explores the common parts of every computer programming language and how to write for multiple platforms like Windows, Mac OS X, or Linux. This easily accessible guide provides you with the tools you need to: Create programs and divide them into subprograms Develop variables and use constants Manipulate strings and convert them into numbers Use an array as storage space Reuse and rewrite code Isolate data Create a user interface Write programs for the Internet Utilize JavaScript and Java Applets In addition to these essential building blocks, this guide features a companion CD-ROM containing Liberty BASIC compiler and code in several languages. It also provides valuable programming resources and lets you in on cool careers for programmers. With Beginning Programming of Dummies, you can take charge of your computer and begin programming today!

**Practical Foundations for Programming Languages** - Robert Harper 2016-04-04

This text develops a comprehensive theory of programming languages based on type systems and structural operational semantics. Language concepts are precisely defined by their static and dynamic semantics, presenting the essential tools both intuitively and rigorously while relying on only elementary mathematics. These tools are used to analyze and prove properties of languages and provide the framework for combining and comparing language features. The broad range of concepts includes fundamental data types such as sums and products, polymorphic and abstract types, dynamic typing, dynamic dispatch, subtyping and refinement types, symbols and dynamic classification, parallelism and cost semantics, and concurrency and distribution. The methods are directly applicable to language implementation, to the development of logics for reasoning about programs, and to the formal verification language properties such as type safety. This thoroughly revised second edition includes exercises at the end of nearly every chapter and a new chapter on type refinements.

Beginning C++ Through Game Programming - Michael Dawson  
2011

Describes the basics of computer game programming with C++, covering such topics as variables, loops, arrays, references, pointers, and polymorphism.

Programming Principles in Computer Graphics - Leendert Ammeraal 1986

This book deals with the most essential elements of computer graphics, namely analytic geometry and programming. It explains how programmers can use plotters and other graphic devices without discussing in detail how these devices work, and in what types they are now available.

**A Tour of C++** - Bjarne Stroustrup 2013-09-16

The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, The C++ Programming Language, Fourth Edition. In A Tour of C++ , Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer—in just a few hours—a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components—not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's Programming: Principles and Practice Using C++ for that); nor will it be the only resource you'll need for C++ mastery (see

Stroustrup's The C++ Programming Language, Fourth Edition, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

**C Programming Language** - Brian W. Kernighan 1988-03-22  
This ebook is the first authorized digital version of Kernighan and Ritchie's 1988 classic, The C Programming Language (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer's digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help."

**Professional JavaScript** - Hugo Di Francesco 2019-09-30  
Develop your JavaScript programming skills by learning strategies and techniques commonly used in modern full-stack application development  
Key Features  
Write and deploy full-stack applications efficiently with JavaScript  
Delve into JavaScript's multiple programming paradigms  
Get up to speed with core concepts such as modularity and functional programming to write efficient code  
Book Description  
In depth knowledge of JavaScript makes it easier to learn a variety of other frameworks, including React, Angular, and related tools and libraries. This book is designed to help you cover the core JavaScript concepts you need to build modern applications. You'll start by learning how to represent an HTML document in the Document Object Model (DOM). Then, you'll combine your knowledge of the DOM and Node.js to create a web scraper for practical situations. As you read through further lessons, you'll create a Node.js-based RESTful API using the Express library for Node.js. You'll also understand how modular designs can be used for better reusability and collaboration with multiple developers on a single project. Later lessons will guide you through building unit tests, which ensure that the core functionality of your program is not affected over time. The book will also demonstrate how constructors, async/await, and events can load your applications quickly and efficiently. Finally, you'll gain useful insights into functional programming concepts such as immutability, pure functions, and higher-order functions. By the end of this book, you'll have the skills you need to tackle any real-world JavaScript development problem using a modern JavaScript approach, both for the client and server sides. What you will learn  
Apply the core concepts of functional programming  
Build a Node.js project that uses the Express.js library to host an API  
Create unit tests for a Node.js project to validate it  
Use the Cheerio library with Node.js to create a basic web scraper  
Develop a React interface to build processing flows  
Use callbacks as a basic way to bring control back  
Who this book is for  
If you want to advance from being a frontend developer to a full-stack developer and learn how Node.js can be used for hosting full-stack applications, this is an ideal book for you. After reading this book, you'll be able to write better JavaScript code and learn about the latest trends in the language. To easily grasp the concepts explained here, you should know the basic syntax of JavaScript and should've worked with popular frontend libraries such as jQuery. You should have also used JavaScript with HTML and CSS but not necessarily Node.js.

**Code like a Pro in C#** - Jort Rodenburg 2021-08-24  
Build on your existing programming skills and upskill to professional-level C# programming. Summary  
In Code Like A Pro in C# you will learn: Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Essential backend architecture skills Query and manipulate databases with LINQ and Entity Framework Core Critical business applications worldwide are written in the versatile C# language and the powerful .NET platform, running on desktops, cloud systems, and Windows or Linux servers. Code Like a Pro in C# makes it easy to

turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery. There's no "Hello World" or Computer Science 101 basics—you'll learn by refactoring an out-of-date legacy codebase, using new techniques, tools, and best practices to bring it up to modern C# standards. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology You know the basics, now get ready for the next step! Pro-quality C# code is efficient, clean, and fast. Whether you're building user-facing business applications or writing data-intensive backend services, the experience-based, practical techniques in this book will take your C# skills to a new level. About the book Code Like a Pro in C# teaches you to how write clean C# code that's suitable for enterprise applications. In this book, you'll refactor a legacy codebase by applying modern C# techniques. You'll explore tools like Entity Framework Core, design techniques like dependency injection, and key practices like testing and clean coding. It's a perfect path to upgrade your existing C# skills or shift from another OO language into C# and the .NET ecosystem. What's inside Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Query and manipulate databases with LINQ and Entity Framework Core About the reader For developers experienced with object-oriented programming. No C# experience required. About the author Jort Rodenburg is a software engineer who has taught numerous courses on getting up to speed with C# and .NET. Table of Contents PART 1 USING C# AND .NET 1 Introducing C# and .NET 2 .NET and how it compiles PART 2 THE EXISTING CODEBASE 3 How bad is this code? 4 Manage your unmanaged resources! PART 3 THE DATABASE ACCESS LAYER 5 Setting up a project and database with Entity Framework Core PART 4 THE REPOSITORY LAYER 6 Test-driven development and dependency injection 7 Comparing objects 8 Stubbing, generics, and coupling 9 Extension methods, streams, and abstract classes PART 5 THE SERVICE LAYER 10 Reflection and mocks 11 Runtime type checking revisited and error handling 12 Using IEnumerable and yield return PART 6 THE CONTROLLER LAYER 13 Middleware, HTTP routing, and HTTP responses 14 JSON serialization/deserialization and custom model binding

**Programming** - Bjarne Stroustrup 2014

An introduction to programming by the inventor of C++, Programming prepares students for programming in the real world. This book assumes that they aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. It explains fundamental concepts and techniques in greater depth than traditional introductions. This approach gives students a solid foundation for writing useful, correct, maintainable, and efficient code. This book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. It presents modern C++ programming techniques from the start, introducing the C++ standard library to simplify programming tasks.

**Beginning VB.NET** - Richard Blair 2004-08-18  
What is this book about? Visual Basic .NET is the latest version of the most widely used programming language in the world, popular with professional developers and complete beginners alike. This book will teach you Visual Basic .NET from first principles. You'll quickly and easily learn how to write Visual Basic .NET code and create attractive windows and forms for the users of your applications. To get you started on the road to professional development, you'll also learn about object-oriented programming, creating your own controls, working with databases, creating menus, and working with graphics. This second edition has been thoroughly tested on the full release version of .NET. The book is written in the proven Wrox beginning style with clear explanations and plenty of code samples. Every new concept is explained thoroughly with Try It Out examples and there are end-of-chapter questions to test yourself. What does this book cover? In this book, you will learn how to Install Visual Basic .NET Write Visual Basic .NET code Understand what the .NET Framework is and why it's important Control the flow through your application with loops and branching structures Create useful windows and screens Create your own menus Gain a complete understanding of object-oriented

programming Work with graphics Create your own controls Access databases with ADO.NET Create applications for the Web Who is this book for? This book is aimed at readers who wish to learn to program using Visual Basic .NET. It assumes you have no prior experience of programming, but moves at a fast enough pace to be interesting if you have programmed in another language.

Programmer's Guide to Drupal - Jennifer Hodgdon 2013

"Principles, Practices, and Pitfalls"--Cover.

Basic Programming Principles - Correlie M. Pretorius 2012

*Elements of Programming* - Alexander Stepanov 2019-06-27

Elements of Programming provides a different understanding of programming than is presented elsewhere. Its major premise is that practical programming, like other areas of science and engineering, must be based on a solid mathematical foundation. The book shows that algorithms implemented in a real programming language, such as C++, can operate in the most general mathematical setting. For example, the fast exponentiation algorithm is defined to work with any associative operation. Using abstract algorithms leads to efficient, reliable, secure, and economical software.